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Polyhedron® MAGAZINE

THIS ISSUE...

CONTENTS:

Notes from HQ 3
Your Initiative 5
Table Talk 6
Elminster's Everwinking Eye 10
City Stories 12
Jungle Tales 17
DRAGONLANCE®: FIFTH AGE® adventure 18
Jungle Books 22
Shadowrun the Jungle 24
MORE Jungle Tales 29
LIVING JUNGLE™ advances 30
MORE LIVING JUNGLE races! 32
Powers That Be 38
RPGA GEN CON® info 40
Classifieds 47
Conventions 48

RUMBLE IN THE JUNGLE!

9584

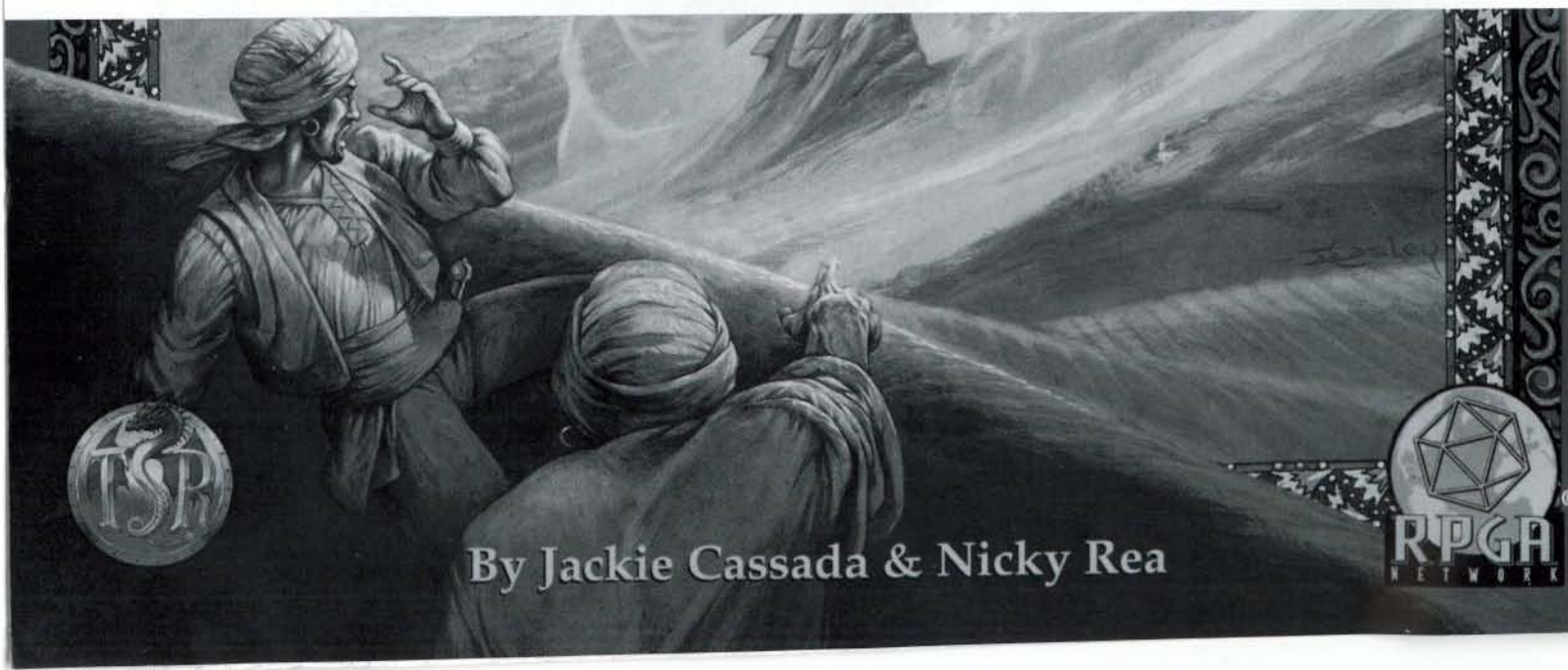
Advanced Dungeons & Dragons®

Adventure

Al-Qadim®

REUNION

Where does the time go?
Don't miss your reunion. In April.



By Jackie Cassada & Nicky Rea

TSR

RPGA® NETWORK

Notes From

And The Survey Says...

48 Pages!

The POLYHEDRON® magazine has more pages this issue. To help fund this, we're beginning to take ads now. Until we increase page count further, we will not run more than eight ad pages per issue. YOU can take out an ad for a reasonable price. Call WotC ad whiz, Bob Henning, at 425/204-7262 or email: <bob@wizards.com> for info.

Number Crunch

Thanks to all who completed our survey last November and December. We had 2,270 responses, which is 17% of the sample. This is a great response! Please keep in mind that these results are percentages of respondents, not the whole Network. A 17% response accurately reflects the Network, but the sample selects itself by willingness to return the form.

If percentages do not add up to 100%, then some people did not answer a question or checked more than one (depending on whether it skews low or high).

If you are reading this there is a 93% probability that you are male. Simply put, we need more women in the Network. The average Network member is 31 years old. According to other Wizards survey statistics, the average gamer age is 25. So, we're a bit older than the average gaming crowd.

Favorite character class is mage (18%), followed by fighter (14%), priest (12%), ranger (11%), and thief (10%). Druids received the lowest mention at 3%.

The primary reason to join the Network seems to be the magazine (59%), and keeping up with RPGs (44%). Tournament play was cited at 37%, convention news at 30%, and meeting members at 26%. Of those who did not renew, communication (21%), value/cost (14%), and lack of interest (13%) were reported as major reasons.

The most essential programs are POLYHEDRON magazine(83%), tournament play (76%), the LIVING CITY™ campaign (60%), and the points system (55%). Other LIVING™ Campaigns ranked much lower, as did clubs, RDs, and internet offerings. The most important program is POLYHEDRON magazine, at 40%. Tournament play is most important to 23% of people, and the LIVING CITY campaign to 18%.

We had several questions about new programs. We asked about the split of points into Campaign and Classic categories. A slim majority (51%) expressed positive interest, and 21% expressed negative interest. Service levels as their own "thing" received 41% positive response, and 37% ambivalence or unsurety. In Network clubs, you really liked the idea of product playtesting, so we will do more. We have sent two products out already, and I hope to have more soon. Designers here are excited about having so many playtesters.

Lastly, we asked about Polyhedron. We always try to improve the magazine, and your responses help a lot. You said articles were easy to understand (89%), enjoyable (71%), informative (69%), and up-to-date (64%), but not that useful (58%). So, tell us more about what would be useful.

Amazingly, 78% of you never throw away an issue. Of the people who do, most wait about six months. It also turns out that 97% of members are aware of POLYHEDRON Magazine, so we must have a delivery problem.

Content-wise, you want to see general gaming/DMing articles (88%), AD&D articles (81%) and adventures (83%), con listings (79%), and advertising (including classifieds—74%). You also highly rated FORGOTTEN REALMS articles (78%), game previews (74%), and game reviews (70%). You are less interested in articles on games systems other than AD&D: Shadowrun received 39% interest, Star Wars 37%, Call of Cthulhu had 32%, World of Darkness rated 27%. Other games came in with less interest. We on the staff however, love these game systems; you will see articles on them regardless. So there.

Incidentally, 82% of you think that $20 is a good price for membership, so you clearly think that you get a good value. These results show us two important things: what you want out of a membership, and where we can attract new members by offering new things.

WINTER FANTASY™ Show Wrap

The WINTER FANTASY show took place Feb. 26-Mar. 1 in Chicago, its first year as an Andon convention. Attendance was up to over 1,300 people, thanks to a MAGIC Pro-tour Qualifier tournament. Roleplaying attendance ranked near 800, and the Network ran 150 tables of events. Considering we cancelled the show last year, this is good. Thanks to everyone who came, and helped make it a success. Andon did a great job with registration, logistics, and the stuff they do so well.

The LIVING CITY Interactive ran from 8:30 pm until 4 am; highlights included the death of Myrkyssa Jelan. (Jelan led a huge siege against Ravens Bluff for two years.) Characters traded magic, were

The Dark Continent
TSR, Inc.

Sabor
Lisa Stevens

Tantor
Robert Wiese

The Tribe
Customer Service

Bara & Horta
Donna Woodcock
Paul Alan Timm

Cheetah
Jeff Quick

COVER STORY: Tom Baxa, Shadowrun artist and fellow gorilla fan did the honors this issue.

teleported willy-nilly into mini-adventures, had their fortunes told, and generally had a great time.

At the awards ceremony, we certified seven judges, and hope to certify more. I encourage conventions to contact HQ to run this program for their judges.

We also announced the winners of the 1997 Network Club Decathlon:

• Second place went to **Gamers' Association of Mid-America** *and* **Death Warmed Over** (tie);

• First place, for the second year in a row, went to **ARC Fellowship.**

A list of events and points will be in June Poly, sooner on the website.

Finally, you generously raised over $1,400 for the Milwaukee County Zoo. Combined with charity games from last summer, we totaled over $2,100 and can support Zero, our polar bear, for two more years. Thanks to all. Zero will no doubt think of us while he munches

lard-cicles and plays with his barrel.

LIVING CITY Organizers

To increase the "fun capacity" of the LIVING CITY campaign and prevent a burden on one person, we have given many more people control. You may hear them referred to as an "inner circle," but they are no more "in" the campaign than you. Tournaments drive how the campaign develops, and any member can write a tournament. We can always use good ones. So if you feel left out, grab a word processor and get into it. Or, grab a word processor and some friends and write one together.

If you have questions or want to get involved, contact the appropriate person as determined by the chart below. If you don't have email, call HQ and we'll happily give you a street address to contact them. Tournaments are reviewed by Plots people for consistency with their section of the city, but final approval still rests at HQ. Submit your tournament to us and you will always do the right thing.

Join the "In" Crowd

Have you ever noticed that you can be "in" or "out" of a group? If you feel "out" of the Network, you can get "in" by working conventions, writing tournaments, and being involved. And, here's a new way to get "in."

The first-ever RPGA Summit will be in Seattle, October 15-18, 1998, at the Holiday Inn Select in Renton. The phone # is 425/226-7700. When you call, mention the RPGA Summit to get our $89 per night rate. If money is tight, share with friends. To get the best airfare, book soon.

We'll start at 3 pm on Thursday, and end by noon on Sunday. Come discuss the state of the Network, develop new programs, and make things happen. We plan to let you develop the programs you want to see in the Network: LIVING CITY, points, Regional Director options, clubs... anything is open to discussion and change.

During the Summit, we will meet in small focus groups to determine proposals, and then in a large group to hash out and review proposals. At night, we will game and socialize. If you don't want to game at night, you can visit the staff suite for free discussion of any issue that comes to mind. We'd love to get ideas which don't fit specific focus topics.

The Summit costs $35. The hotel is within walking distance of several restaurants, so you can do the summit on airfare and about $150 if you share a room with others.

We must know if you're coming by GEN CON® Game Fair (Aug 6-9). Send us a letter of intent and a check or money order for $35, or give us your credit card info and signature. We'll send you a confirmation letter.

Next issue, we'll solicit topics for the Summit, so think about what you'd like to see in the Network.

Until next time, go safely.

Robert

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Government Plots	Jason Nichols	sirgevan@aol.com

Got the Poly and saw that you had updated the style of the RPGA® page, and BOOYYY am I impressed!

The ability to look up your own points and event record is AWESOME!

Just wanted to tell you this and that I am more and more impressed with the "new" RPGA every day, and that I am happily, happily encouraging new members to join.

Hope to see youse at GEN CON® 98.

TJ Lucas
<cyfrdrgn@nceye.net>

Do you, or anyone else, know if there will be a living campaign centered around *Vampire* [*the Masquerade*]? Has anyone contacted White Wolf about the possibility? I know a White Wolf rep out here in California and I am going to ask him about it this Saturday the 14th (Dundra Con). I just want to know what steps are being taken, if any, to possibly create a new LIVING™ campaign.

Ken Stewart
<fasteners@foothill.net>

Members Brad Grantham and Eugene Luster are at work on this right now. They've talked to the Wolfies, and are drafting a proposal. We will definitely break that news when it happens, perhaps as soon as this year.

Everyone at POLYHEDRON and RPGA:

I just wanted to drop you a quick line to say that everything about the Network is really looking good. For the longest time RPGA seemed like a sort of ho-hum experience for those who only went to a con once or twice a year. You got your card, you got your POLYHEDRON and that was about it.

With your new web site and the programs that have been proposed, it looks like RPGA is evolving into an organization that everyone—whether they hit every con on both coasts or never leave their home town—can enjoy.

Kenneth Newquist
<Nuketown@aol.com>

Dear POLYHEDRON:

I was shocked and appalled at your treatment of the Chaos Marks contest from issue 123. The contest had four categories, each with three subcategories. There should have been at least twelve winners, one for each subcategory, with one big winner chosen as the best of these twelve, plus honorable mentions as well.

At least you could have had four winners, one for each category, but you only had two. TWO! And I felt the runner-up had the better idea. Did no one enter? Was that the problem? Or perhaps you didn't have enough time.

I was also annoyed that you did not give proper explanation on how the winners were chosen by the DRAGONLANCE® creative team, or was it merely a random drawing and you were too ashamed to admit it?

It would also have been nice to know the prizes which were awarded in the contest.

I am not pleased with your handling of contests past or present. Your half-hearted attempt at picking contest winners shows quite clearly how committed you are to your membership, especially those who take the time and effort to write for your publication.

Sincerely,

John Pollock
Northwood, ND

Actually, this contest was judged thoroughly. Last February, Harold Johnson (then FIFTH AGE® creative director), Sue Cook (SAGA™ brand manager), Steven Brown (FIFTH AGE designer), Miranda Horner (FIFTH AGE editor), and Ed Stark judged the nearly 100 entries.

After receiving John's letter I talked to Sue. She said that they had never intended to make official "categories," but to give direction for the contest.

Sue also said: "We were looking for originality, distinctive chaotic effect, and background story that connected the Chaos mark to the events of the Second Cataclysm.

"Please offer our thanks in print to all the entrants. We had a great time reading their ideas about how the Chaos god left his mark on the world."

Sue & co. did pick Honorable Mentions. For the record, they go to B. White for the *Hill of Sol-Fallon*, and—hey, what do you know!—John Pollock for the *Bridge of Travel* and *Winds of Forgiveness.*

I completely goofed on mentioning prizes, though. Prizes for Adam and Henry (each) are three autographed FIFTH AGE Dramatic Supplements (including Heroes of Sorcery), and an autographed shelf talker, like you see on display in finer game stores everywhere.

I take exception to your allegations concerning our commitment to membership. I am occasionally guilty of poor judgment, but members are one of the major reasons I like this job. Committment is not an issue.

Woohoohooo ho oohooo hooo...
whoo whoo,

Monkey god of Swinging Dexterity
<Apeollo@aol.com>

Case in point. You think *Newsweek* gets this stuff?

—JEFF

Table Talk

Decathlon Play Events Update

Here are the specific events for the Tournament Play portion of the Clubs Decathlon. More events will be announced or added as we receive information:

Ben Con
May 21-24
Individual—Secret Lives
(AD&D. placing in any of this event's three-rounders qualifies.)

Three Rivers Game Fest
May 22-25
Individual—Harboring Ill Will (CoC.)

Origins
July 2-5
Individual—Gateway to Ravens Point
(AD&D. No team event available.)

Gen Con Game Fair
Aug 6-9
Individual—Meet Me at the Gates
Team—The Team Event

Excerpt from *The Evening Post*

The Official Newsletter of the PM Players

PM Players meember Rich Bingle has authored his first Paranoia module in several years.

A.C.T.S. of Chaos will premiere at Summer Revel in Milwaukee, June 4-7. The tournament will be available at Feature and Grandmasters levels.

Here's a brief excerpt from the sur-to-be-lots-of-fun event:

"After settling into your clone's bunk, you had a somewhat restful nightcycle. You are awakened by the gentle bonging of the wakey-wakey alarm.

"WHOOP! WHOOP! WHOOP! ATTENTION SQUAD 10175! WHOOP! WHOOP! WHOOP! MESSAGE FROM THE COMPUTER! WHOOP! WHOOP! WHOOP!"

If you want to know more, you'll have to play the tournament.

Other PM Players have also authored Summer Revel events. They include Mary Konczyk and Jean and Bruce Rabe.

Mary's tournament, *Asylum,* is the lead AD&D event and is offered at Feature and Masters levels. *Asylum* is available Friday, Saturday, and Sunday of the convention. Jean's LIVING JUNGLE™ [event] is *Venom* and Bruce's LIVING CITY™ event is called *Crawl.*

Several PM Players are on the con staff: Bill Corey, Mark Ericson, and Jean and Bruce Rabe.

Subscribe to LEGENDS OF THE LANCE™ Newsletter!

In March, many GUILD-LEVEL™ RPGA® members received the DRAGONLANCE® quarterly publication, the LEGENDS OF THE LANCE™ newsletter. Want to get it regularly? For free? Write to LEGENDS OF THE LANCE newsletter; P.O. Box 707; Renton, WA; 98057-0707or email: <legends@wizards.com> . Be sure to include your normal mailing address!

NEXT ISSUE BOX

Decathlon Winners—Sea Monsters

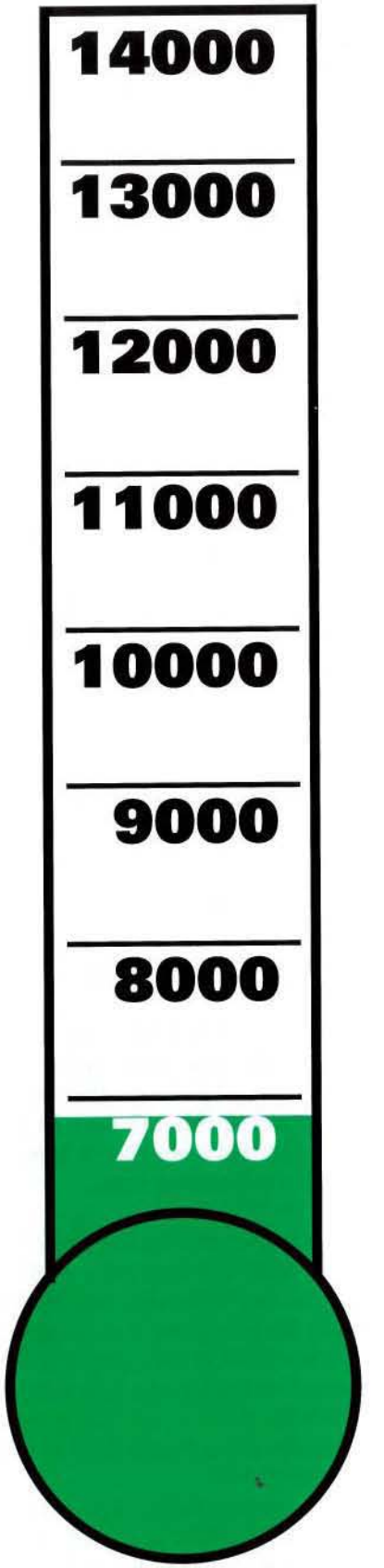
Magical Mastheads

A FREE Birthright domain pack!

More Nautical Booty!

Corrections

Last issue, we printed the "Tech Toy" winner as Paul Gosselin. As a member of Death Warmed Over, his entry was second place; the notice was a typo. The actual *winner* was Rathskeller Gamers. Our apologies.



NOT SO HOT!

The thermometer's barely moved since last issue. Get out there and recruit!

I want to give you more STUFF. Drive Me Crazy!

More Poly, more games, more of what you want. But here's the catch: we need more members to make STUFF happen. So we decided to bribe you. Every new member who joins and tells us you're responsible, between now and the end of GEN CON® Game Fair '98, counts towards your total. Here's what you get, depending on how many souls you roped in:

1 recruit!

- **free module from our list**
  We got a giant stack of AD&D® modules, and we're throwing them at you! Woohoo!

2 recruits!

- **LIVING [thing] t-shirt—your choice**
  Clothe yourself in style! OR...
- **FIVE back issues of Polyhedron**
  A veritable grabbag of wonderment!

3 recruits!

- **product pack**
  STUFF from a product line! OR...
- **adventurer's guild**
  a "best of" pack from our retailer program!

5 recruits!

- **double pack of producty fun**
  twice the STUFF as 3 recruits! OR...
- **service shirt—*special***
  a special shirt available nowhere else! OR...
- **free club membership**

10 recruits!

- **Mondo pack of rpg goodness**
  you know all that product STUFF at other levels? It's all smashed together here! A pile of it!

15 recruits!

- **RPGA briefcase**
  This is our totally new, non-cheapo messenger-style bag. It holds books, dice, pencils, even items unrelated to gaming!

100 recruits!

FREE TRIP TO GEN CON '99!

HOLY LAMINATED CHARACTER SHEETS!!

That's right sports fans, if you can find 100 new people, we'll pay for lodging, games, food, and admission to Gamer Nirvana! Plus more stuff to make you a minor celebrity! GET CRACKIN'!

Rules &tc.

Here's the deal: every person who signs up and says you convinced him or her to join is a recruit for you. Only individual recruitment counts! Club recruitment is great, but recruits must specify a person at the time they join. If the recruit does not specify, he or she does not count towards your grand total!

A "new member" is someone who has never been a member or whose membership expired before 1998. So don't try to pull a fast one, see?

Product packs come in several varieties. Pick your favorite!

- D&D and AD&D
- AL-QADIM® setting
- BIRTHRIGHT® setting
- DARK SUN® setting
- DRAGONLANCE® setting
- FORGOTTEN REALMS® setting
- GREYHAWK® setting
- LANKHMAR® setting
- MYSTARA® setting
- PLANESCAPE® setting
- RAVENLOFT® setting
- SPELLJAMMER® setting

When ordering, list your top three choices, in case we run out. After all, at the rate this stuff goes, we can't guarantee the contents or availability of any package...

At the end of August, we'll tally everyone up, announce the grand total here in Poly, and name the BIG WINNERS. Chances are good that if you shoot for 100 and fall short, we'll still find something cool to reward you for your efforts.

Table Talk UK

by John Brown

T-shirts and shorts, blazing sunshine, sitting on the grass drinking beer... reminiscent of some conventions maybe, but NOT WarpCon, held at the University College, Cork, Ireland, during February. If you ever visit this most excellent convention, remember to pack your thermals (and that is just for the tournament room).

Following on from a hectic start to the year (European RPGA®, Schools Competition, GEN CON® Game Fair UK planning etc.) I thought it was time to hit the road and get out to a convention. Providentially, an invite had been received from the organisers of WarpCon 8 to run RPGA tournaments for unsuspecting Irish gamers. Having never been to Ireland, I thought it best to bring some help. One quick call to Ratty (the European RPGA's answer to almost any problem) and I was ready.

Wizards UK's very own Fiona Kyle and I had an entertaining drive through Wales (beware sheep on main roads) and after a drab ferry crossing, we safely arrived on Irish soil. Ah, Dublin in winter—wonderful. Not even time to stop for the much-vaunted Guinness—not when facing a four-hour night drive across Ireland (Beware roadwork on main roads. "Temporary Surface" means "cart track"). After some very interesting lessons in racing technique from fellow travellers on the road, we arrived safely in Cork unfortunately too late for a relaxing pint.

Set-up day started early, with the usual running around. After much lugging of gear and snatched coffees, the convention got into full swing—familiar faces, shared memories and (true to form) much Guinness. Following such arduous work, the highlight of the first day was definitely going to be the bar quiz. And it was. As is usual, the RPGA Europe (Ratty and I) and Wizards UK (Fiona and Jared – Magic guru and founder member of Nightfall) joined forces to give the locals a fight. Obviously we knew all the answers really but felt it would be unsporting to win, so we didn't. The prize for the "quickest answering team" was ours but congratulations to the "Oubliette" team who won by dint of answering the most questions correctly. The team dispensed with their prize (free beer) in the traditional manner.

Saturday whirled into action early with loads of roleplaying tournaments. In total, the con hosted 24 RPG events, including an AD&D® AL-QADIM™ setting "Open" competition, Cthulhu, Paranoia, Star Wars, Werewolf and Vampire (LRP and table-top).

There were also classics like MERP and Star Trek, rare gems like Macho Women with Guns and GURPS Cliffhangers, and loads of wargame-

Watch out for the camels–they spit!

Fiona and Ratty–at least SOME of the Wizards staff did work!

A tired gamer...feels nothing...

based events, especially Warhammer (Necromunda, Gorkamorka, and Bloodbowl), the ever popular Mechforce UK Battletech and assorted historical miniature battles.

The highlight of Saturday turned out to be the Charity Auction, which raised about £1,100 for local charities. Of special note were the sale of an original Star Wars cinema programme (which made £140) and the insanity of the Trinity people who outbid themselves three times to buy an Irish £10 note for £21. The star of the Auction (and true reason for its success), however, had to be the young lady who sacrificed herself to the horde of drooling gamers. Three cheers to Niamh Black, who auctioned herself off to be a "slave-for-a-day."

Sunday morning featured the usual gamers' laments ("What time did we finish?" and "Does the sun have to be that bright?") and pitched us straight into a repeat of the previous day's busy schedule. After a slow start, much entertainment was gained from some great roleplaying and very strange card games (huzzah to the designers of Lunch Money). Other events which helped to round out the programme included the "Vidi-veg" room (18 hours of continuous manga, sci-fi, and fantasy videos each day) and the Star Trek drinking game. This unusual "game" requires 'players' to watch Star Trek videos, drink (did we mention that Murphys Brewery are the main sponsor?) and throw the glasses at any close-ups of Wesley Crusher. Insinuations as to the true nature of the relationship between Troi and Riker are also entertained. The Irish are certainly an unruly bunch.

Once the awards ceremony was done, we repacked the car and headed back to England, many new friends made and fine memories in tow. This was one of the best-run conventions I have been to in quite a while. The organizers certainly mastered the art of appearing to have everything under control, which means that everyone assumes everything IS under control!

Many thanks to the organizers (especially Donal) and gamers of WarpCon 8 for making my first Irish convention such fun.

I don't think Detroit should be worried...

Organizers: You too can look like this!

Elminster's Everwinking Eye

The Border Kingdoms

by Ed Greenwood

Jundarwood

Thrusting into The Shining Sea is the worn-down root of the ancient Mount Goraunt, sometimes called "the Dragonback." Many folk don't know the shorn mountain exists; it's entirely cloaked in the deep, brooding hot woodland known as Jundarwood.

Almost every sort of tree not restricted to cold, dry terrain grows in "Old Shadow" (as Jundarwood is also called)—thickly. Countless streams and three rivers rise within Jundarwood. It stands like a shield separating the realms of Adaerglast, The Realm of the Mount, and Suldamma. Only the most intrepid hunters venture into its leafy depths, and every year beasts prowl forth from it, to do some hunting of their own....

The wood is named for Jundar of Silvanus, a mage-turned-priest who long ago set about finding and breeding threatened beasts ("monsters" who couldn't comfortably dwell alongside advancing civilization) in the heart of the forest. Jundar is assumed to have died somewhere in Jundarwood several centuries ago, but the beasts he gathered flourish, despite ceaseless hunting.

Many worshipers of Malar consider all of Jundarwood a sacred site, and often ambush or stalk non-believers whom they find hunting there. The exalted status of Jundarwood in the eyes of Malarites is curious, because something in Jundarwood does not love Malar. Followers of the Beast Lord who venture too far into Jundarwood are always torn apart, and their remains scattered outside the forest as bloody warnings to others (or, perhaps, as trophies).

Down the centuries, folk tell of a stag-headed man standing silent and upright among the trees watching intruders. If approached, he vanishes. Who or what this entity is remains a matter of speculation (most non-Malarite Borderers think this apparition is Silvanus or associated with him).

All that's certain about Jundarwood is that plants and beasts alike grow swiftly, running water is everywhere, many "stream-hollow" caves underlie it, and that Jundar left many dimension door and plant growth magics of a permanent or semi-permanent nature, scattered around the forest (so some trees grow at fantastic speeds, and that passing between two trees, or over a certain stump, might mean a sudden dislocation).

Something else is becoming known about Jundarwood: the feared druuth of High Mukshar (fighting bands of dopplegangers led by illithids) hunt there with gusto, adopting a succession of beast shapes as they advance into the green depths of Old Shadow.

Once, when woods cloaked all of what is now the Border Kingdoms, Mount Goraunt was the much-tunnelled abode of a squalling family of green dragons. They tumbled, hissed, and spat at each other around its heights daily, flapping off into the verdant wood around to feed when hungry. Feuds and kin-slaughterings were frequent, and ultimately one dragon used a found magic item on another—provoking a brief, awesome struggle as all the other wyrms who'd gained and hidden magic items brought them into use. The top of Mount Goraunt was blown to the skies that day, and for hours it rained stones and still-warm dragon blood.

Other dragons were swift to arrive and examine this possible territory, but a Calishite mage who'd farseen the battle decided this was a perfect opportunity to try out some dragontaming spells he'd found in an old grimoire. His attempts to ensnare a dragon steed enraged the arriving wyrms—and they descended on him in a swarm too numerous and sudden for his spells to withstand. His ribs were crushed against a tree, and while still staggering in pain, he was snatched up and devoured.

His death was in turn farseen by other mages, who feared an attack on their rich Calishite cities by a gathered swarm of dragons. Several of them swiftly hurled various spells at the dragons roaming the Border shore—and

when the maddened wyrms flew west, seeking the source of the hostile magics, the rest of the mages, fearful that doom had indeed come, let fly with everything they could muster.

When they were done, the Border Kingdoms were dragonless, and the blasted and smoking ruin of Mount Goraunt lay deserted. Treasure-seekers scouted it, but found little beyond hungry beasts who considered them treasure. Forays into the woods around the shattered mountain soon ceased.

As the rest of the Border lands were settled, the seemingly endless monsters kept Jundarwood largely untouched. Then, as now, even the best rangers found that game-trails seemed to shift positions from day to day, and 'landmark' trees moved about. Treants seem absent from present-day Jundarwood, but the forest may hold them (or similar intelligent, mobile plant creatures) that humans don't recognize. Or a deeper, darker magic may be at work, something perhaps linked to the Stagman... and perhaps not. All that can be said is that the moving trails, abundant monsters, and other mysteries of the wood preceded Jundar, and that he alone (of folk generally known of) managed to dwell in peace in the wood—something not even elves have managed.

Various theories about Jundarwood have been advanced, from "It's a mythal gone mad" (which at least hasn't been proven wrong) to "It's the home of a colony of beholders/deepspawn/drow come to the surface/Phaerimm who're working all this weirdness to keep folk away." This is the most popular belief, but one that's been advanced so many times in Faerûnian history that it's a wonder there isn't a beholder, deepspawn, drow band, or Phaerimm under every stone and bush on Toril. The truth is yet to be uncovered.

No settlements exist in Jundarwood, and no reliable roads or trails. It's claimed by no realm, and ruled by no known entity (though in younger, more carefree days, Sammereza Sulphontis of Waterdeep was wont to sell ambitious merchants the title of "Baron of Jundarwood," presenting them with an impressive map of the "greatest uncut stand of timber remaining in Faerûn today." Fourteen such Barons, or their descendants, walk Faerûn today, and at least three have (briefly) visited "their" land in an attempt to claim the waiting riches Sammereza spoke of so glowingly.

Even the self-styled Lord High Mages of Adaerglast retreated from plans to conquer Jundarwood after something therein disliked their scrying and caused a succession of scrying items used by the Adaern rulers to scream and explode. Once it shook the very castle that the two mages share.

Landmarks in this everchanging wood are few. Volcanic activity is absent from Jundarwood (though some, with undoubted accuracy, say the volcanic wooded ridge known as "the Mount," to the east of Jundarwood was once part of it and should yet be considered part of its essential nature), as are bare crags or other features visible from afar.

Only on maps do the rivers that rise in Jundarwood prove helpful to travelers; amid the trees, they snake about, plunge underground, and re-emerge in a highly confusing manner. Elsewhere, they may bear other names, but the 'old' names (used in the upland hamlets that cling to the fringes of Jundarwood) are the River Glarth (for the dark, placid and chill river that flows to the sea through Thuntar); Caldarth, the River Racing (for the unsettled river southeast of Yallasch, that flows southeasterly into the sea); and the River Balaerit (for the two-branched, largest Jundar river that forms the westerly boundary of Suldamma).

The Glarth's waters are as dark as tea, and said to make plants that grow in gloom (such as mushrooms) thrive at an astonishing pace, but to give those who drink of it "dark dreams."

The Caldarth was once known as "Stag Race" because daring Calishite sailors caught and killed deer along its banks. Its waters flow with punishing speed over a succession of jagged rock rapids, piling up deadfall forest trees like heaps of straw—a strange wall of tangled wood that the waters endlessly rush around and through.

The Balaerit is named for a famous priestess of Eldath who disappeared up it a century ago, hoping to meet and dwell with the many nymphs reputed to inhabit its headwaters... and who can say if she succeeded or not?

That echoes the most frequent Border saying concerning almost anything to do with Jundarwood: "Who can say?" ❑

Blood in the trees, deep shadows whispering, trails that change... it's a pleasant place, old, deep Jundarwood.

—**Melpetas Raevuth**
hunter of Arranford
to the Black Stars Hunt Club
Year of the Turret

City Stories

Tabernacle of Mirth: The Temple of Lliira

by Wayne Melnick and John Richardson

At the corner of Merchant Boulevard and Silverhand Street, busy activity surrounds a beautiful white and gold building. From the street, a number of craftsmen and gardeners work furiously. If you look carefully, you can still see the signs that indicate that this was once the temple of Waukeen.

After many years, the clerics of Waukeen finally allowed the followers of Lliira, the goddess of joy and regent of the missing Waukeen, to take over the temple. The temple, now known as the Tabernacle of Mirth, is undergoing a complete renovation. The new Master of Revels is a beautiful woman named Merry Albright who was sent from Selgaunt to Ravens Bluff by the Grand Rapturemother herself. Merry's missions are to oversee the temple's refurbishing, integrate former Waukeenar into the church, and establish Lliira as a credible presence in Ravens Bluff.

The holy symbol of Lliira is displayed above the central door that opens onto Merchant Boulevard. The tabernacle is surrounded by four garden areas. To the right of the main door (area 1 on map) is the immaculately trimmed grass lawn. To the left (2) is a formal garden with tall yew hedges, multicolored annuals, and a bubbling fountain. A playground open to all the city's children is behind the tabernacle (3), and an herb garden (4) that supplies the tabernacle's kitchen.

Upon entering the temple, you stand in the entrance hall (5). A newly-carved and gilded statue of Lliira stands with arms open welcoming you. From her belt hang several musical instruments and a large moneybag. The bag bears the name "Waukeen" to indicate that Lliira acts as her regent. On the right side of the hall (6), a desk is tended to allow visitors to check their weapons. On the left side of the hall, a door leads to the public relations office (7). In this office, local residents make reservations to use the facilities, sign up for programs, or request assistance.

Two large bronze doors lead from the entrance hall to a small outer hall. Directly across from these doors is the archway that leads into the main tabernacle (8). The ceiling of the main hall arches gracefully overhead to a clear glassteel dome. The walls here are draped with red, orange, and yellow fabric to cover the decorations of Waukeen. Around the walls are chairs, benches, and pillows for worshippers to rest upon. In the center of the tabernacle, a raised dais displays continuous entertainment takes place. This can be instrumental music, dancing, singing, and dramatic or comic presentations. At the far end of the hall is a table which is always stocked with fine foods and expensive wines.

The doors from Silverhand Street open into the Lliiran infirmary (9). Here, free health care is available to the indigent and reasonably priced healing can be obtained by adventurers.

From the entrance on Falconhand Terrace, the scent of freshly baked bread and roasting meats waft into the street. The doors on this side of the temple open into Ravens Bluff's finest soup kitchen (10). The poor of the city can find a meal of soups, breads, meats, fruits, and cheeses here. The dining area is closed at midnight, but a knock at the door can usually find a cook to bring out a meal. Donations are welcomed but no one is ever asked to pay. The food is cooked in one of the finest kitchens in town (11), supervised by Otto Thripid, the temple's master chef, and his staff. They also cater parties as well as provide food for temple meals and social functions. Meals are served for the staff in the refectory (12) five times a day, and food is constantly provided for the tabernacle and available by order in the grand salon. The salon (13) also has a supply of libations to satisfy the most discriminating tastes. Food and drink in the salon are available to all citizens, but are priced rather expensively.

Laughter and singing are often heard from the temple entrance on Moorland Court because children are usually found here. Each day, the temple school (14) opens with singing, dancing, and tumbling lessons. Mid-morning finds the children learning to read and write, working on mathematics or geography. In the afternoon, older children have wrestling lessons while the younger ones have a supervised play time. Classes are also offered for adults in reading and mathematics during the early evening.

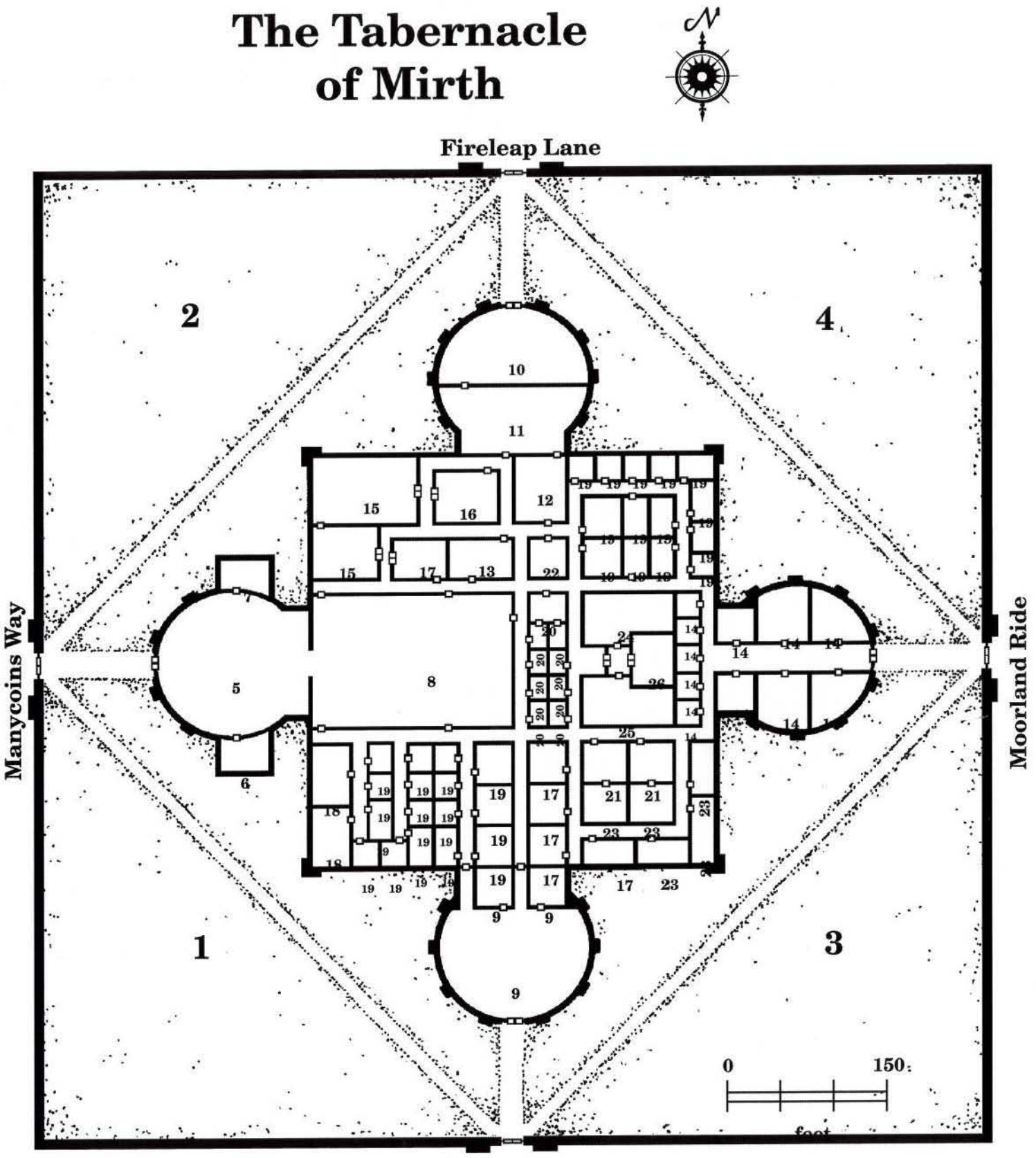
The Tabernacle of Mirth holds several other room. There are two ball rooms (15) for dancing and a grand dining room (16) with three crystal chandeliers and a huge mahogany table. There are several smaller worship areas (17) for modest gatherings. All of these rooms are available for use by private parties for a small charge. A hostel (18) is available for a fee to worshippers who overindulge and for itinerant travelers, especially entertainers.

Lliirans who live in the temple have sleeping chambers (19), rehearsal halls (20), classrooms (21), and a gymnasium (22). Several parts of the temple are used as storage (23) for the items that belong to the temple of Waukeen, but one place dear to the Waukeenar has been changed dramatically. The temple vaults which held the vast wealth of the temple and its worshippers have been changed. The Lliirans found that the stone floors were perfect for holding water. There is a cold water swimming pool (24), a warm water bath (25), and a steam room (26) in the area that once contained the vaults. These are open to city residents from sunrise to sunset and reserved for temple use and maintenance at night.

The Tabernacle of Mirth is slowly building a congregation among the citizens of Ravens Bluff. With their egalitarian ideals and services, both rich and poor alike find a place where they can rest, worship, or celebrate.

The major priests of the Tabernacle of Mirth are on the following two pages with names, titles, and breakdown. Responsibilities of the priests follow.

The Tabernacle of Mirth



Master of Revels Merry Albright

Human Female 15th Level Specialty Priest

Merry is a beautiful woman, approximately 32 years in age. She has red hair, green eyes, and has been the subject of curses from many wives. Merry rose to her position due to her ability to find joy in anything. Her laugh has been described as a nightingale's song on a summer breeze. Merry also has a diplomatic side. She lends a sympathetic ear to those who need it. Merry has that rare gift that has allowed her to recognize that she can help others feel better by listening to their problems rather than trying to solve them.

The Clerical Circle of Ravens Bluff has quickly learned the importance of the Lliirans in keeping the populace happy. A number of civic services are performed by the Lliirans including care of children and the poor. To advance her goals, Merry bends the ear of the other High Priests of the Civic Religion. On many occasions, she and Relarn Dayspring, the High Morninglord of the Temple of Lathander, have been seen watching the morning sunrise together. Recent columns in the Trumpeter have indicated these two are intimately linked, but so far those rumors have been denied by the Lathanderites. The Lliirans simply laughed.

Merry insists on directly supervising the Tabernacle's school. She teaches at least once a week and supervises and evaluates all Lliiran teachers.

Another job that Merry Albright takes seriously as part of her duties is Master of Revels. This invovles being the Toast Master at all major Lliiran celebrations. Currently, her greatest source of pride is knowing that no two toasts have been the same. She swears that the day she duplicates herself is the day she steps down from her post. Happily that day does not appear to be anywhere on the horizon.

Activities Director General, High Prior Jubilant "Jubie" Gladhand

Elf Male 11th Level Specialty Priest

Originally an adventurer, the wrinkles around Jubie's gray eyes indicate that he is in his early 800s. His light brown hair is always worn in the latest style. Currently, he spends time in the morinng making sure it ends in curls around the base of his neck.

In his adventuring days, Jubie was once cursed to laugh from dusk until dawn. When the curse was later removed, he realized he had forgotten how to live any other way except by joyously laughing. For him, conversion to Lliira's faith was easy.

Today, Jubie is responsible for all temple programming not directly under the control of another priest. He was responsible for starting temple outreach groups that currently help increase and attract a number of followers. Many temples in the Ravens Bluff now have programs modeled after the Tabernacle's Singles, Couples, Seniors and Youth Fellowship groups. Jubie is responsible for supervising curriculum taught at these meetings.

Jubie also coordinates inter-group encounters with members of other temples in Ravens Bluff. Through this policy of reaching out to the community, the Lliirans are a welcome Civic Religion.

Seneschal of Celebrations, Blithe Exhilarant

Human Female 13th Level Specialty Priest

This young brown haired, blue eyed woman serves perhaps the most important function in the Tabernacle of Mirth. Blithe is responsible for choosing the themes and planning the activities at all official temple sponsored events. This includes Daily and Nightly Revels, Dusk and Dawn Celebrations, Holy and not quite so holy Soirees, and even the impromptu, unscheduled parties. Blithe was born the daughter to one of Ravens Bluff's prominent families. As such, she grew up attending many social functions. Because of this, she quickly learned how these celebrations are planned, and grew to be one of the top party planners in the Vast. Blithe sees the current Master of Revels as her idol. So, like her role model, she has sworn that no two parties she is responsible for will ever have the same theme.

In her time as Head Seneschal of Celebrations, Blithe has learned the value of a gold piece. As such, she has become an expert at contracting with suppliers, and maximizing value. Because of her understanding of commerce, she has unfettered

discretion in making contracts with local merchants to keep the temple stocked. For this, she has won over more than a few of Waukeen's former worshippers and made their transition into Lliira's fold complete.

Daily Affirmer Chipper Sunnyday

Halfling Male 8th-level Priest

To this brown haired, hazel-eyed halfling, nothing is better than a sunny day. To him, that is a life philosophy. Why else would he have taken that as a last name?

Chipper was once told he always "looked on the bright side of life." This didn't make sense to him; life only has a bright side. When he decided to leave the village where he grew up, everybody in the village seemed very happy.

In his travels he discovered different faiths of the lands. He originally went to Ravens Bluff to learn at the temple of Ilmater, the God of Suffering. He was never taught much about the faith, however the priests seemed to like having him around. They said that with his personality, he must have been sent by Ilmater himself.

One day, the head priest told Chipper they had been "blessed enough," and escorted him to the temple of Lliira. He was welcomed there; the Lliirans held a party in his honor. Since that day, Chipper has embraced the faith joyfully.

Today, Chipper is responsible for counseling citizens on daily life and deciding penance for those who fall off the Path of Joy. Chipper also works with Jubie Gladhand teaching seminars on party throwing, party coordination, and party enhancement.

Waukeen Integration Overseer, Gravel "Yippee" Changehound

Dwarf Male 7th Level Priest

When Master of Revels Albright and her crew took over the Tabernacle of Mirth, they recognized that they were sent in specifically to handle the conversion of Waukeen's followers to Lliira's ways. They needed a liaison between the two religions. Merry Albright named a disgruntled statue merchant. Changehound recognized he could not say no to the new High Priestess, so he grudgingly took the job.

Changehound, or "Yippee" as he is now known, is coming around to his responsibilities. He sees the joy in his life, and it is even beginning to reflect in his work. Other merchants have begun to comment on the quality of goods he now produces, and in turn, Changehound attributes his new-found inspiration to his embracing the Goddess of Joy.

Changehound is also responsible for temple fundraising, with a knack for finding temple benefactors. Slowly, but subtly, Albright's choice for Waukeen Integration Overseer is paying off. In Ravens Bluff, over 45% of former Waukeenar have embraced Lliira, and the number steadily increases.

Poultice Maestro General, Alana Painsoother

Half-Elf Female 9th Level Specialty Priest

Alana is a middle-aged half-elven woman whose features portray her elven side more than her human heritage. More often than not, people mistake her for a full-blooded elf because of her flowing blond hair and soft blue eyes. Her gentle demeanor provides healing to the souls of her patients as her bandages do to their bodies.

Alana runs the infirmary and tends to major matters of healing brought to the temple. When not tending to the wounded, Alana instructs the populace about preventive medicines, and stopping injuries before they occur.

Alana rarely gets involved in inter-temple politics. However, recent reports link her and the Field Surgeon general of the Temple of Tempus. What these two may discuss remains a secret.

Culinary Master Otto Thripid

Human Male 0 Level

Otto's flamboyant creations and physical stature make him recognizable as Head Chef of the Lliiran Tabernacle. A bright, strong man with a bald pate and green eyes, he is in his mid-thirties. He is a founder of a cooking school in Ravens Bluff, and still maintains one-third ownership. Although his original dream was to train master chefs at the school, his talents were noticed by Albright. It took convincing, but Otto was eventually lured to his current role as Culinary Master. He now watches over a hand-picked staff of twenty cooks and chefs in the temple's kitchen. Undoubtedly, Otto is one of the main reasons Lliiran parties have recently become so popular in the Living City. As part of the deal in coming to the Tabernacle of Mirth, Otto still teaches two nights a week at Underglass College and selects all items used in his kitchens. Otto's other passion is the weekly wrestling matches tht take place in the temple's gymnasium. He reigns as the current Lliiran wrestling champion in his weight division.

Knights of the Hawk

by John A. Harnes

In a world filled with enemies, the Knighthood of the Hawk was founded to protect Ravens Bluff from those who wage open warfare and those who skulk in the shadows. Hawk Knights watch and wait to uncover an enemy's plot. Then they strike with all the ferocity of their namesake. When city officials need someone to do surveillance work, act undercover, or scout enemy troops, they look to the Hawks.

Overview

This order attracts loners, and those who hold their tongues while remembering everything others say. Hawks do not brag or boast. They act in whatever guise necessary, from town drunk to menacing assassin. They are loyal to fellow knights and devoted to the ideals of the order.

A Hawk Knight's best weapon is his or her wits. These knights prefer to make opponents appear ridiculous, destroying a threat without creating a pile of corpses. However, when the need is great, they are expert at killing too. They have sworn to protect the city and its inhabitants, and are prepared to go to any length to accomplish this oath.

Should a Knight of the Hawk be caught violating the oath and abusing position for personal gain, the Knights' Council will remove the character from the order. If city laws have been violated, the character will face the harshest penalty available for each offense.

Hawk Knights who earn The Fellowship Ring, The Hawk Tattoo, and speak, read, and write Elvish, can apply to the Knights' Council for membership in an elite guard unit known as the Hawk Brotherhood. This unit is called on by city military leaders for extremely dangerous special missions.

To become a Knight of the Hawk, a character must squire directly to the order or enter from another order as a Knight Squire. All candidates for this knighthood must be at least 4th level as a Ranger or Druid, 5th level as a warrior or rogue, or 6th level as a priest or wizard.

Responsibilities

I. When duty calls, Knights of the Hawk answer, regardless of personal obligation. City officials know that when a problem arises, a Hawk Knight can be called on at a moment's notice to search for enemies or recover stolen items of importance.

II. Knights of this Order are expected to be alert at all times. If they witness a violation of city law and cannot personally act because of undercover work, they must report violations to appropriate officials who will deal with the miscreants as city law demand.

III. Knights of the Hawk live their Oaths and are ready to give their lives to accomplish a mission for the safety of the city and its inhabitants.

IV. Trained to kill, these knights understand how easy it is to abuse authority. All actions taken by a knight that result in a death are to be noted in the Knight's Diary so the matter can be available for review by the Knights' Council, if required.

V. While working undercover, Knights of the Hawk are prepared to lie, steal, and betray the enemies of Ravens Bluff. They walk the shadows, bringing terror and death to those who would destroy the city and its inhabitants. All such actions should be noted in the Knight's Diary.

Benefits

I. Hawks study tracking, disguise, alertness, lip reading, forgery, local history, and tumbling. Upon becoming a Hawk knight, the order trains the new Hawk with one of these non-weapon proficiencies as a bonus skill.

II. In times of war, Knights of the Hawk serve in the army at the rank of Captain. Because of their training, these knights serve as scouts or commandos, often sent on dangerous missions. Hawks can also serve with the City Watch, usually working on investigations and undercover assignments.

III. A knight of this order may write a recommendation for a squire who seeks admission to a knightly order.

IV. The knight qualifies for another knighthood with three fewer chivalry points than those who squire directly.

V. A Knight of the Hawk receives no additional Fame points, as high fame compromises a Hawk's function. However, two Fame points are added for every Knightly Honor and one Fame point for every Chivalry point earned by the Knight. Divide all Fame Points among appropriate categories.

VI. Knights accepted into the Hawk Brotherhood receive a special gift from the city's elf community. Knights do not speak of it, but it can never be stolen or traded away, and is considered among a brother's most precious possessions.

Special Honors

As with other city knighthoods, honors are awarded by a judge for specific actions written into a particular scenario.

Hawk Ring (Bronze): awarded to a knight for recovering information which aids the city in defeat of a great enemy. The knight must acquire this information using his or her wits. The knight cannot have resorted to torture.

Hawk Ring (Silver): awarded to a knight for tricking a strong enemy into defeating him or herself.

Hawk Ring (Gold): conferred on a knight for bravery and sacrifice beyond the call of duty. For example: a Hawk Knight rescues a prisoner in such a way that the captor believes that letting the prisoner go was his or her own idea.

The Hawk Tattoo: the knighthood's highest honor, this tattoo of an avenging hawk in flight signifies that the knight has forever silenced a traitor to the order and the city. The tattoo is placed on whatever portion of the body the knight wishes.

Jungle Tales

by Stephen H. Jay

The Simbara Legend Of The Ancient Enemy

The grizzled old shaman, Syanya looked over the savanna, and scowled. Dark, angry clouds blotted the horizon. It would rain again, soon. Many more days of monsoon would come. And there were other omens. Already the earthquakes had started, soon the dark servants would come. Syanya shivered, for the dark servants would not be the worst.

"Elder," said a young male voice. Syanya turned and saw the young Zuru standing before him with the warriors of the Simbara. Though barely 21 summers, Zuru was already a respected warrior. He would make a fine chief... if he lived long enough.

"Elder," Zuru repeated. "For many hours you have stared at the darkened sky and scowled like a saru who has eaten a sour fruit. The rains fall day after day; the earth shakes. The simbara ask you why these things happen, and still you scowl at the sky,"

Syanya turned back and watched the dark clouds. "Tell me Zuru," Syanya said. "What do the Simbara fear?"

"We fear nothing," he boasted. "We are the People Of The Lion, greatest of the Nubari. Our enemies run from us, our friends respect us." Zuru paused, then looked thoughtfully at Syayna. "You know these things, wise one. Why do you ask?"

"Yes," Syanya said quietly, barely heard over the blowing wind. "You fear nothing you understand. But those things you do not understand... do you fear that which you do not know?"

Zuru puzzled a moment over what the shaman had asked, then replied, "How can I answer truthfully, wise one, when I do not understand the question?"

Syanya smiled in spite of himself. "You are wiser than most, Zuru." He turned back to the warriors. "I speak of the Legend of the Tiger! It is said that when Lion meets Tiger, the end of the world has come and all will be lost. Come!" he cried. "Gather your warriors and scouts, and listen to a tale too long kept secret by our foolish elders!"

Syanya strode purposefully to the center of the village. "All of the Simbara, come out of your huts and listen to my tales!"

Men, women, and children left their huts, not understanding, but eager for relief from cleaning mud from their possessions. The elders emerged from their lodge, demanding, "What is this? Syanya, what are you doing?"

"What you in your foolish pride have kept me from doing. I will now speak. Many ancestors ago, the ancients came to Malatra. They came from beyond the edges of the sky, for they had fought a great battle and lost. They fled their enemies and hid here in the jungles of our land. Here they rebuilt their tribe."

"The ancients looked similar to us, they too had great magics and commanded powerful spirits. They built a huge village using strange and wondrous stones and metals in the place we call the Jungle Of Lost Tribes. But they feared their ancient enemy might return, so they placed a guardian to watch."

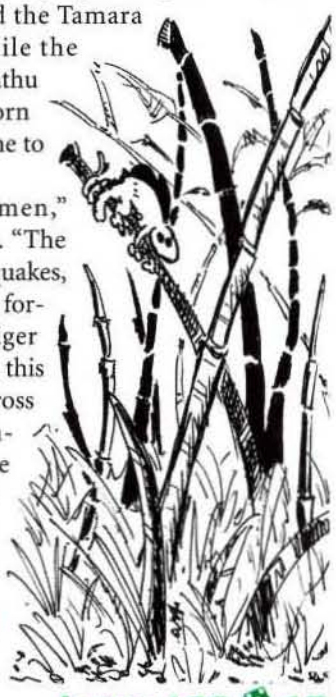
"For many seasons their tribe flourished. But one day, in spite of their guardian and powerful magics, the enemies found them and destroyed them. In a single night, the Ancients' village was destroyed, the people scattered. No more were they known as a great tribe, their time was over. The few remaining ancients came to live with the Nubari tribes. Though they married many Nubari, their people died out and are no more."

"Of all the Nubari only we, the Simbara, remember their legends. We are the People Of The Lion, an animal the ancients understood and respected. We inherited their prophecies, and all Simbara shamans since that day remember and tell the most important prophecy: the day the enemy shall return. An enemy they called the Tamara. the People Of The Tiger."

Syanya paused. All was silent except for the blowing wind.

"It is said that some day the Tamara, the People Of The Tiger, shall return and destroy all that was once touched by the ancients. The Tamara hated the Ancients, for the ancients worshipped the great Lion spirit, and Lion and Tiger have always fought. Where one lives, the other cannot. It was prophesied that we would see monsoons and earthquakes in the days before the Tamara return. Evil spirits will come, great trees will rise up and walk and slay, new creatures will be seen in the land. All evil will rally to their side, and the jungle shall be as ash. Finally, the Tamara themselves will return and kill all that lives. When Lion meets Tiger, the Lion shall be destroyed."

"The ancients knew that there was one chance of defeating the Tamara," Syanya continued. "When the Tamara return, so will the most powerful spirit of our people. A spirit called Vizerathu. Both the Vizerathu and the Tamara will come to Malatra, but while the Tamara will be strong, the Vizerathu will at first be weak. It will be born into a helpless form and need time to grow strong."



"Now is the time, tribesmen," Syanya shouted above the storm. "The signs are here! Monsoons, earthquakes, and new peoples have come. The forest spirits are troubled. The Tiger comes! We alone have been given this knowledge. Search the jungles, cross the savanna, look in the mountains. Seek the Vizerathu, the spirit of the lion! Spread the word among all the good peoples of Malatra: The Tiger comes!"

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TROUBLE IN MIND

a short adventure for the DRAGONLANCE®: FIFTH AGE® game, which introduces Heroes to the Legion of Steel training ground on the Isle of Mind in the Dragon Isles

by Stephen Kenson

The events described are suited to nearly any group of Heroes from the Fifth Age, but the Narrator must, of course, tailor specific events and descriptions. Narrators will find the information from the *Heroes of Steel* supplement for Dragonlance useful, but not essential in describing the Legion of Steel and their sanctuary in this adventure.

The Isle of Mind

The island known as "Mind" by the Legion of Steel lies among the Dragon Isles north of Ansalon. The Isles are famed as the home of the metallic dragons, which have withdrawn from the affairs of Krynn for the most part. Mind is one of the easternmost of the Dragon Isles, a small volcanic island covered with heavy jungle foliage, surmounted by a volcanic peak that smolders and occasionally belches forth fire and smoke. The peak erupted during the Time of Chaos and has remained a simmering cauldron since then.

After the Summer of Chaos, Mind became a training ground and sanctuary for the Legion of Steel, the newest of the knightly orders of Ansalon. Ships from Nordmaar and Ergoth regularly carry knights and trainees of the Legion to and from the islands. Since no one approaches the Dragon Isles without the permission of the good dragons who still dwell there, the presence of the Legion must meet with the dragons' approval.

Some believe the good dragons show their support for the values of hope and selflessness the Legion of Steel represents. In this way, they offer help and hope to the people quietly, behind the scenes.

The Legion has a central community, known as Watch, on the shore of the Isle of Mind. Smaller settlements are scattered along the Trail, a path that winds its way through the thick jungle and up the slope of the central peak to the very summit of the volcano itself. The Trail forms part of a training regime for the knights of the Legion. As each trainee progresses higher along the Trail, he or she learns more of the skills and lore needed to be a member of the Legion of Steel. The training is harsh and demanding, a forge intended to strengthen the future members of the Legion and prepare them for what lies ahead.

To date, the training ground of the Legion has served them well. But recently, there is concern that the evil forces of the Knight of Takhisis have infiltrated the Legion of Steel to learn about their training and perhaps even corrupt members of the Legion.

Getting the Heroes Involved

The Heroes have the opportunity to go to Mind and uncover who might be working to corrupt the Legion of Steel from within. If the Heroes are already members of the Legion of Steel or wish to become members, the Narrator's task is easy: have the Legion send them to Mind for training. A senior member of the Legion secretly gives them the task of uncovering the Takhisian spy in their ranks. These seeds can form the beginning or continuation of a regular Legion of Steel story involving the Heroes.

If the Heroes are independent operators, a high-ranking Legionnaire contacts them because no one close to the Legion can be entirely trusted with such a delicate task. Until the spy is uncovered, the Legion can trust no one. The Heroes are chosen for their impartiality. If one or more of the Heroes are Knights of Solamnia, the Legion might ask them to help uncover the plots of their arch-enemies, the Knights of Takhisis.

Although most true Heroes will gladly aid the Legion of Steel in finding the Evil in their midst, some may need a bit more persuading. The Legion offers to pay the Heroes a fair sum (in the Narrator's estimation) and offer them the opportunity to train on the Isle of Mind once the infiltrator has been exposed.

If this isn't enough, the Narrator can have a mysterious, cloaked figure visit the Heroes late one night. She is a beautiful woman with silvery-white hair, who refuses to give her name. She tells the Heroes that it is vital that they aid the Legion of Steel against the Knights of Takhisis, or else the balance in the land of Krynn may well be upset. The woman is actually a silver dragon in disguise. Her presence should help give reluctant Heroes better cause for wanting to help.

The Traitor's Plan

Contrary to what the Heroes might think at first, the spy operating within the Legion is not a former Knight of Takhisis, but one Garthan uth Holtan (human adult male, Imperious demeanor, Uncaring nature, Champion), son of a Knight of Solamnia who fell during the Chaos Wars.

Garthan's family lost their home during the Dragon Purge and the boy lost his faith in the father who left him. He blamed the Knights of Solamnia for his father's death and determined only to serve his own interests, rather than die in service to others.

The Knights of Takhisis found such a young man useful to their plans and sent Garthan to infiltrate to Legion of Steel. He has passed some minor, useful information on to Neraka, but now he has a chance to go to the Legion's training ground on Mind.

Garthan's mission is not to spy or even corrupt the Legionnaires. Instead, he is to destroy the whole Legion training ground, using a secret weapon: the dormant egg of a fire dragon. If such a creature is unleashed in the Dragon Isles, it will lay waste to Mind and perhaps even good dragons themselves. This will help to pave the way for the Dark Queen's return.

Scene One: Journey to Mind

The Heroes, along with a dozen or so other Legion recruits, are ferried to the Isle of Mind on board the Nordmaaran ship, *Mistrunner*. The journey to the Dragon Isles is fairly uneventful, with good weather and fair winds to speed it along. If the Narrator wishes, an encounter with a hostile sea creature or some playful sea elves can be included.

On board the ship, the Heroes have an opportunity to meet the other recruits. They are a broad group, some former members of the Knights of Solamnia or the Knights of Takhisis, others from various lands in Ansalon who found purpose with the Legion.

Among the others, introduce the Heroes to Garthan, an intense, dark-haired young man with a proud, noble bearing. Take care not to emphasize Garthan over any of the other recruits, lest the players become suspicious of him too soon.

The journey to the Isles allows the Heroes to relax and spend time socializing and talking to the other recruits.

Scene Two: Ashore in Watch

After a few days, the *Mistrunner* arrives and docks at Watch, where the new recruits are greeted by Katheen, a Legion Elder (human adult female, Commanding demeanor, Master). She welcomes them to Watch and tells them of their training.

Recruits spend a few days in Watch, getting settled in and learning the basics of the Legacy while their instructors assess their abilities. Then they begin following the Trail into the depths of the jungle. Along the way, they learn survival and hunting skills, practice combat training and learn more of the Legacy and the customs and history of the Legion of Steel. They make stops in the villages along the way to continue their education. The entire journey along the Trail takes several weeks. Once the recruits reach the top of the mountain, they are inducted as members of the Legion.

The Heroes can spend the following day or so in Watch attempting to gather

more information about the new recruits and looking for any hint of spying.

The only unusual thing the Heroes may notice is that Garthan brought a fair-sized chest with him from the mainland. He claims the chest contains his father's armor, a point of honor for him. Heroes who learn of Garthan's dislike for the Knights of Solamnia might question why he would retain his father's armor. Overly curious characters who decide to look in the chest discover it does indeed contain a Solamnic breastplate and other armor.

Underneath, however, wrapped in a heavy cloth, is the fire dragon egg. Any Hero who gets a look inside the chest will be discovered before getting a chance to find the egg. The Hero must make a hasty retreat or else explain to Elder Katheen why he or she was going through another recruit's belongings.

Scene Three: Following the Trail

In this scene, the recruits are broken into smaller groups and commence their journey along the Trail. Garthan is in the Heroes' group along with two other recruits: a Palanthian refugee named Holden (dwarf adult male, Dedicated demeanor, Novice) and a former Knight of Takhisis named Jenara (human adult female, Belligerent demeanor, Adventurer). Ideally, the Heroes should have met all of their companions during the journey to Mind. The group is led by a Legionnaire named Dustan, a dark-skinned man originally from Southern Ergoth (human adult male, Commanding demeanor, Champion).

During the journey up the Trail, the trainees must carry their own equipment. They are strongly counseled not to wear armor, since the jungle is hot and armor quickly becomes unbearable. Jenara chooses not to heed this advice at first, but changes her mind after the first day of marching in her chain mail. Garthan carries a heavy pack containing his father's armor (and the fire dragon egg). He says he wants to wear the armor when they complete the journey and makes it a matter of pride to carry it. He does not allow anyone else to touch or carry his pack, and becomes angry at anyone who tries.

Along the Trail, the trainees face various challenges. Most of these are planned. They must hunt for their own food (average Perception action to spot prey, followed by an average Agility action to actually catch it), keep to the Trail in the heaviest jungle undergrowth (average Perception action), and march in the grueling heat of the day (challenging Endurance action).

Along the way, the trainees are regularly paired off against each other in sparring matches to test their combat skills. The Narrator can set up as many of these as desired, pitting the Heroes against other trainees or against each other. Dustan also occasionally disappears into the jungle. Sometimes this is a test to see if they can find their own way, sometimes he stages "sneak attacks" and ambushes, springing out at the trainees wearing a painted mask, looking like a hostile jungle humanoid.

The Heroes can also face unplanned challenges from the jungle itself. Any number of dangerous animals may attack the party; they will most likely encounter natural hazards like river crossings, tall cliffs to climb, narrow trails along a steep ridge, high winds, and whatever else the Narrator (and Dustan) uses to test the trainees.

Scene Four: The Traitor Exposed

Every day or so along the trail, the trainees stop at a village to rest and continue their training. After nearly ten days, they are near the mountain peak itself. The air becomes cooler (although still quite warm) and there is less jungle growth. The Heroes have had a chance to spend quite some time with their companions, and should be growing suspicious of Garthan by this time. Even the belligerent Jenara is sincere in her desire to serve in the Legion. Only Garthan remains close-mouthed and evasive. He is honest about his past, but his motives for joining the Legion seem vague and insincere.

While resting at a village at the base of the volcano, Garthan's treachery is exposed. This could happen in any number of ways: a Hero (particularly a kender) is overcome with curiosity and

decide to look inside Garthan's pack, discovering the fire egg before being discovered by Garthan; Heroes asking too many probing questions make Garthan suspicious; during a sparring session, Garthan loses control and attacks his opponent with intent to kill. This last one is particularly likely if he is fighting Jenara or a Solamnic Hero, forcing the other Heroes to intervene. Garthan writes it off as battle lust getting the better of him.

In any event, Garthan slips out into the night with the fire dragon egg and climbs the mountain on his own. If a Hero discovered him, they might scuffle beforehand, leaving the Hero injured and Garthan fleeing into the night with pursuit close behind him. If not a Hero, then Holden discovers Garthan sneaking out and is attacked by him. The Heroes find Holden unconscious and hurt; he tells them Garthan attacked him and fled. A strange reddish glow came from his pack.

Scene Five: The Volcano's Fury

The Heroes chase Garthan up the mountain slope. He has a fair head-start on them, but is carrying a heavy pack. A challenging Perception action can help pick up his trail, while challenging Strength and Agility actions allow the Heroes to quickly climb the treacherous slopes of the volcano. Garthan may well lay one or more traps for the heroes, rolling massive boulders down the slope at them or loosening areas of rock so they fall (challenging Agility action to avoid either).

The final confrontation comes at the edge of the smoking volcano. The Heroes arrive just in time to see Garthan about to hurl the glowing egg into the mouth of the crater. They may take action to stop him, resulting in the egg spinning from Garthan's hands and bouncing down the side of the crater to rest on a narrow ledge about fifteen feet down. The egg begins to glow brighter and the molten lava seems to respond to its closeness by bubbling and boiling more furiously, steadily rising.

The Heroes must overcome Garthan while attempting to retrieve the egg, before the volcano erupts, thus releasing the fire dragon. This requires a desperate Agility or Strength action to reach the egg, probably requiring a couple of Heroes working together to hold a rope or form a living chain to lower one Hero far enough.

Garthan does all he can to keep the Heroes away from the egg. The struggle sends both sides perilously close to the lip of the volcano and endangers any Heroes trying to reach the egg. Ideally, Garthan then meets his fate by plunging into the volcano itself, perhaps seizing hold of one of the Heroes in an attempt to drag him or her with him.

Fortunately, the Heroes can manage to get the egg out in the nick of time, averting a serious eruption.

If the Narrator wants to end the story with a truly epic battle, Garthan could grab the egg on his plunge into the volcano, releasing the fire dragon, and returning as a daemon warrior.

The Heroes, assembled trainees, and members of the Legion of Steel on Mind can then fight an tremendous battle against the creatures of Chaos.

This ending will be extraordinarily difficult for the Heroes unless they have powerful magic on their side. It will leave much of Mind devastated, but certainly will be a story from which legends are made.

THE JUNGLE BOOKS

by John Rateliff

One of the beauties of the AD&D® game is its open-endedness. The same rules apply for any sort of fantasy role-playing, from "simply" hack & slash to intense character emersion, from problem-solving to participatory storytelling, from high fantasy to horror.

The system was originally set up to enable people to play characters based on their favorite heroes (and villains) from fiction and film: the Conans, Gandalfs, Inigo Montoyas. This aspect of the game is still alive and well. An average campaign is full of characters, monsters, magic devices, places, and plots derived (or at least inspired) by players' and DM's reading. This article looks at a few books that might provide interesting ideas for jungle adventures.

THE Most Important Book

The most important book by far is not a fantasy, but a short novel considered a classic of English literature: Joseph Conrad's *Heart of Darkness* (1899). The ways in which the main character (the PC, if you will) slowly assembles a picture of the enigmatic Mr. Kurtz (who turns out to be the villain) is an object lesson for any DM wishing to build suspense before a final meeting with an elusive, behind-the-scenes major villain.

Also notable is the way Conrad merges theme and setting. The "Dark Places" of the world can force us to see our true selves; the deeper into the jungle one goes, the more civilization is stripped away and a person's true nature emerges (William Golding made a similar, if more cynical, point in *Lord of the Flies*). Kurtz's moment of horrified self-realization just before his death is based on the sudden self-knowledge of just how evil he had become—a useful model for dealing with heroes guilty of "alignment drift."

On a less elevated level, Rider Haggard's novels of African adventures, like *She* (1887) and *King Soloman's Mines* (1885), are great fun, full of adventure hooks. For example, *She* features not only the title character, the immortal "white goddess" She-Who-Must-Be -Obeyed, but also an intriguing treasure map on a potsherd, the sinister "people who put pots on heads" (red-hot ones, that is), the lost city of Kor, and a perilous method of becoming immortal (involving crossing a bottomless chasm and self-immolation in a sacred flame that can give immortality or take it away).

Rudyard Kipling's Mowgli stories in *The Jungle Book* (1894) and *The Second Jungle Book* (1895) should be required reading for any jungle druid. Set in subtropical India, the original feral-human-raised-by-animals story is much more ruthless than Disneyfied versions would indicate.

Especially notable are "Letting in the Jungle," in which the animals intimidate and destroy a small village, and "The King's Ankus," which follows the trail of havoc caused when a cursed treasure is discovered and removed from its hiding place (it ends with Mowgli recovering the ankus, returning it to its guardian, and urging the ancient white cobra to recruit more helpers to ensure it never escapes again).

The Ape Man Cometh...and Goeth

Parallel to Kipling's boy raised by wolves is Edgar Rice Burroughs' *Tarzan* (1900), a man raised by apes. The title character is, literally, a noble savage: he is pure because he was raised away from civilization; he can defeat all foes because he's the son of an earl. Burroughs churned out sequels for over fifty years, but the original novel remains the best of the series (it's startling to find the final third of the book set in Wisconsin!). From a DM's point of view, *Tarzan and the Jewels of Opar* (1904) has everything for a great ready-made adventure: an amnesiac hero, killer apes, a lost city, a seductive priestess with a soft spot for handsome prisoners, a fortune in jewels that keeps changing hands, beast-men, Abyssinian soldiers, a treacherous ally, and a damsel in distress.

In time, the endless string of movies and TV shows based on Tarzan stories collapsed into self-parody and faded from popularity.

Poor Man's Tarzan?

More familiar to most fantasy fans and roleplayers today is Robert Howard's Conan, several of whose adventures are set in impenetrable jungles. Conan started in the 1930s as a poor man's Tarzan, rehashing motifs from Burroughs and others in Howard's own style. Not until the 1970s did his popularity began to eclipse the original's.

More interesting, especially for DMs who prefer a touch of horror in their heroic fantasy, is Howard's Soloman Kane, a puritan adventurer who makes an excellent model for the paladin as

"PLAGIARISM IS OUR FRIEND." --AN ANONYMOUS DM

grim avenger, or for a lapsed paladin wanderer devoted to scouring evil in his (or her) own way—whether jungle vampires, as in "Red Wings," or any of a number of other foes.

Second Growth

Satellite photo surveys pretty well put an end to the "lost world" genre. Gone are the carefree days of the *Search for the Nile* game, where you started with a blank map of the coastline of "the dark continent" and rolled randomly to see if each new area your explorer entered held jungle, mountains, rivers, deserts, or whatever.

Likewise, the end of colonialism and the rise of conservationism made it impossible to think of tribes of "jungle savages" and big-game hunters without wincing, stripping the old stories of many of their favorite motifs (or cliches). Recent studies, such as M. Aren's *The Man-Eating Myth* (1979), have even argued that the whole idea of cannibal tribes is a white man's myth and that no such thing has ever existed in the real world.

Interestingly, as Tarzan and the Great White Hunter slip into the past, New World forests more and more replace Africa and India in people's minds. Today when the average American hears the word "jungle," he or she thinks of the Amazon.

The rainforest, of course, has always been there, and had figured prominently in literature as far back as W. H. Hudson's *Green Mansions* (1904). Hudson's eerie, melancholy portrait of Rima (a sort of unlucky female Mowgli) and her tragic love affair with the hero would make a fine model for any DM faced with a character in love with a dryad or similar nature-spirit.

Quick Swipes

Also useful for sheer plot is the short story, "Leininger and the Ants" by Carl Stevenson, which describes a man's desperate struggle to defend his jungle plantation from the onslaught of an implacable horde of army ants.

Finally, there's the oft-anthologized, "The Most Dangerous Game" by Richard Connell, wherein a man is trapped on an island with a crazed host who lives to hunt, and whose favorite challenge is a manhunt. This is a ready-made scenario, ideal for head-to-head play. The heroes are faced with overwhelming odds and must use every clever ruse he or she can thin kof to evade death an d capture, and then turn the tables on a ruthless foe who holds almost all the cards.

In addition to the many jungle works cited above, don't forget the fantasy archetype of the forest, depicted in writers as different as J. R. R. Tolkien (Mirkwood, Fangorn, the Old Forest) and Robert Holdstock (*Mythago Wood*, *Lavondyss*). Many such works, with a little care, can be adapted to jungle settings.

Soothe the Savage Beast

Finally, don't forget the mood music! Any number of New Age instrumentals are appropriate for background music during jungle adventures, as well as a few songs by classic rock & roll artists: *Ape Man* by The Kinks, *Jungle* by E.L.O., *Save Me* (a rainforest song) by The Bears, *Pretty Little Head* by Paul McCartney, and *Bungle in the Jungle* by Jethro Tull. Enjoy!

RUNNING IN THE JUNGLE

by Gregory W. Detwiler

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Jungle Lore for 2059

> Don't change channels, chummers; you've got the Shadowland Nexus. I know you were expecting Captain Chaos, but the Cap's on "sabbatical" (that's what he said to call it), so he left me in charge. A note to any troublemakers that want to test the new guy: I may not be the total Matrix master the Captain is, but I Trace and Burn real well!
> Sysop Servant

> Sure you do, son //BREAK//
> 01d Timer

> Convinced? Anyhow, this is the new Jungle Survival posting on the Shadowland Nexus. It seems a lot of chummers have been making for the Yucatan, Central America, and Amazon rain forest for "gainful employment" after the Aztlan file hit the Matrix. There're also mercs tromping in the jungles of Africa and southeast Asia, and we've even heard of a few dreamers/ fanatics/ idiots heading out to New Guinea to help win independence for PRANG (that's the People's Revolutionary Army of New Guinea, for those of you who flunked foreign affairs). Some of them haven't been coming home again, and not always because human or metahuman opposition geeked them. Let's face it, the original jungle's a different territory from the urban jungles of Seattle, Chicago, and our other stomping grounds. It's time somebody taught you guys how to avoid death when you try climbing a tree or something else ordinary. I've got a veteran jungle-trotter to share his gems of wisdom with us, and any of the rest of you who've been there and back can chime in as always; not that I'll accept responsibility for anything you berks say!
> Sysop Servant

JUNGLE SURVIVAL

by Sanders of the River

Forget Tarzan. Forget George of the Jungle. Forget Jungle Jim. Forget Bomba the Jungle Boy. While you're at it, forget the wacky New Age environmentalist drek about the lovely peaceful rain forest where you can be at one with Nature. If you go in there with any or all of those attitudes, you'll be scragged in no time. I know. I was there. And I came back.

> If this fragger's going to give us purple prose, then //BREAK//
> Knife Runner

> I warned you.
> Sysop Servant

> "Wacky environmentalist drek?" I beg to differ.
> Flower Child

> Hey, give him a chance, guys. I went into the Amazon as part of a team sent in to juice up border tensions between Aztlan and Amazonia. We were armed to the teeth, ready to hose some infantry patrols, and we lost half the team before we saw a single uniform. Five good chummers died because we didn't know the jungle, and you know-it-alls will probably be next.
> Challenger

The first thing you've got to know about the jungle is its damp and humid. They don't call it a rain forest for nothing. The absolute minimum amount of rain needed to support jungle vegetation is 80-100 inches a year, and most jungles get several times that. It rains almost every night in most jungles. In Amazonia, it does rain every night, like clockwork. When the metahumans down there did whatever they did to renew the rain forest, they fragged over the weather patterns but good. Camp on the bare ground and you'll be soaked to your skin in no time. Bring along plenty of tents and make sure they're watertight, or else think of some way to sleep in the trees.

> So we'll need umbrellas, big deal.
> Shaggy

It is a big deal, chummer, when you have high-tech equipment to look after, particularly cyberware. If your cyberlimbs get soaked and rust, or if they rust anyway from the humidity, it's handicap city. If you're a decker hitting a standalone system at a lone installation and discover your cyberdeck's wet and useless, you've come a long way for nothing. And if your guns get wet at the wrong time, you're hosed. That's just simple malfunction. I won't even mention the dangers of electrocution. Ever smell the flesh of a runner zapped by his own chrome? Sickly sweet, like all burned human flesh, but with just a hint of ozone to give it that added degree of pungency.

> Thank you so much for not mentioning the dangers of electrocution.
> Basher

> Careful, child.
> Sysop Servant

> Sanders knows what he's talking about. One of our team's mercs had an Ares MP laser with a backpack power source. He tried to take out a hardened sentry post with it in the middle of the nightly torrential downpour. The power source short-circuited, then his cyberware, and then the explosives he was carrying detonated. An Azzie patrol kept us from holding a funeral, but it didn't matter; there was nothing left to bury.
> Challenger

> High quality chrome is less likely to be affected than the cheaper stuff, at least when you take care of it. Of course, this little warning's pointless, as low-life, generally impoverished shadowrunners living a hand-to-mouth existence would never buy cheap gear to save a few nuyen!
> Ed Malone

> Sarcasm aside, Ed raises a good point. Skimp on your gear when on safari, and you put your life in your hands.
> Lord Roxton

Another thing you have to know about rain in the jungle is this. You might think it's miserable, but the local animals love it. When it's raining, or when it's wet and dripping right after a shower, the critters will be up and around even if they would normally be asleep or lying low. They do this in all jungles, no matter what continent they're on. So if you've got to sneak through the jungle some rainy night to get out of trouble or deliver some, expect the local wildlife to add to your misery.

> So buy a few more ammo clips. Bullets don't cost that much!
> Shaggy

> Yeah, but when you have to shoot at something, you're letting everyone in the neighborhood know you're there. Personally, when I go on a run, I don't like to letting the target know that I'm coming. I guess I'm funny that way.
> Infiltrator

> Hah, hah.
> Shaggy

The next thing is jungle vegetation. There's just so much of it, and not just in Amazonia after the major mojo got going. The trees get so fragging high it's unbelievable. You can often see trees a hundred feet tall growing in the crotch of another tree, even when that crotch is several hundred feet off the ground. Some of the branches are so big you can park a panzer on them, and the trunks can get so big around that it takes a couple dozen people to surround one while

linking hands. The roots are a major nuisance, sticking out of the ground anywhere from several centimeters to six meters or more, all tangled together with their neighbors. Some of those roots are several centimeters thick, made of solid wood the locals use for lumber.

> Except in Amazonia, of course. The metabumans and the odd toxic shaman (ever see a normal one?) see to that.
> Ed Malone

The small stuff grows big as well. I've seen daisies and violets the size of saplings, their stems turned into regular wooden trunks from sheer size. This isn't Amazonian magic, either; that's the way it is everywhere there's a jungle. One good thing is that there's not much underbrush inside the jungle proper. The trees block out almost all the light, making photosynthesis impossible. At the edge of the jungle, it's another story, especially when a river borders it. There the brush grows so thick that it takes hours of machete work to hack your way in. Early jungle explorers got discouraged because people struggled for a while and then gave up, figuring the whole fragging place was like that.

All those leaves blocking out the sunlight makes the jungle a pretty murky place. At high noon on a sunny day, the interior of a jungle is no brighter than twilight, and the jungle stays dark as night for an hour or more after the sun rises. Treat a jungle run as a night run, and you won't get as many nasty surprises. Mages and shamans have it toughest, because some spells demand that they see their targets, which is hard to do in the gloom.

> So bring along night vision devices. Better yet, get yourself fitted with cybereyes with low-light or even thermographic vision.
> Tech Champion

> What self-respecting shaman or mage would befoul his body with cyberware, you drekhead?
> Traditionalist

One early naturalist referred to the jungle canopy as the "Flying Continent." The vines knit all the trees together so that the entire jungle seems to be a single living thing (no New Age drek here, please). If you want to chop down a tree, but only sever the trunk, nothing happens. The vines hold it in place until the dead tree falls apart weeks or months later. If you can't wait that long, then shimmy up the trunk and cut all the vines. Of course, only a true drekhead would do that. Climb up and sever the vines before you start chopping the trunk.

> Now he tells us!
> Challenger

As wide and frequent as the branches are, it's often safer to walk in the canopy

than on the ground, particularly with all the vines (or "lianas," if you want to use the fancy term) you can grab for support. Of course, getting up there's the problem, as the trunks of jungle trees are smooth and branchless for the first 20 or 30 feet. Unless you invested in a good set of cyberlegs or a Gecko Crawl spell, you'll have a rough climb. A grappling hook and a length of rope should do the trick, while street sam types with slashers might be able to dig into the trunk with them. A favorite trick is to tie one end of a string to an arrow, and the other to a length of rope. Shoot the arrow in an arc over the lowest branch, and it takes the string over it. After that, pull on the string until the rope's up there, make it fast, and then let someone (preferably the lightest one around) climb up and secure the rope to the branch. Once you're in the canopy, it's clear sailing (or climbing) from there.

A warning for any chummers who want to swing on the vines like Tarzan: don't. In the first place, they're connected to trees at both ends. You can swing hand over hand while climbing, but you won't find vines just dangling loose at one end. If you do, chances are it's dead or dying, and probably loose at the other end too. Put your weight on it, and you'll go splat!

> More words of wisdom. One of our chummers just had to do the Tarzan act when we went up the trees to avoid a flood. When it was over, the ground was so soggy we stayed in the trees for the rest of our march, and our hero decided it would be more fun to swing on the vines than to pick his way over wet branches. So he finds a vine dangling loose at one end, gives a Weissmuller bellow, and jumps off the limb to swing over to another one. The fraggin' thing comes loose in the middle of the swing, our ape man flies off course, slams into a tree trunk, and does the rest of his screaming falsetto.
> Challenger

Even touching the vines can be dangerous if you can't identify the proper species. Some of the more succulent vines have sap which acts like glue, which can make letting go difficult at best, or gum up a cyberhand at worst. Other vines exude poisons of various sorts. You can grab them safely with a cyberhand, but you'd better wash it before you do something like wipe the sweat from your brow or have a bite to eat. Then we have cutting vines. Some of these fraggers have a solid core studded with thorns, while others have regular spines. One nasty type has a natural hidden knife blade running the entire length of the vine. Grab the thing with meat hands and they'll be sliced open from end to end. Very messy, and also very dangerous, as without healing magic, it's almost impossible to get the bleeding to stop.

> That's gotta be a magical effect!
> Infiltrator

> Can you say "anticoagulant?" Whether you can or not, it's a substance that prevents blood from clotting. A number of plants have defences coated with it for additional protection, and there's no magic drek involved. Sorry.
> Professor Summerlee

All this drek is nonmagical, and so is the next lot of plants I'll tell you about. There are plants out there that'll eat you if they get the chance, and I'm not talking about overgrown Venus flytraps. Parasitic fungi can eat the flesh of anyone who gets infected—not a pleasant way to die. Street sammies who have more chrome than meat might think they're a lesser insurance risk, but I've got news. Some fungi and plants eat metal, plastic, and electrical wiring. They work on the same principles, just eat different things. Get one kind on your head, and they'll strip it to the skull. Get the other kind, and they'll crash it.

> Cancel my Amazon vacation. No plant's going to eat my cyberdeck!
> Matrix Marauder

> At least not until some corp gets the idea of introducing the stuff into Seattle to cripple the opposition on the cheap.
> Lord Roxton

> 0h, frag.
> Matrix Marauder

Jungle plants aren't all bad of course. Some vines actually contain potable water. 'Course, some others exude poison that's clear as water. A lot of medicines come from jungle plants, and even the glue from some of those vines I mentioned can be useful if you handle it correctly. Take along a chip or two with information on jungle plants; you won't regret it. Even jungle soil is filled with natural antiseptics. Cut your foot, and if you go around barefoot for a day or two, it'll heal on its own.

> Gaia heals those who humbly invoke her power, but harms those who lay violent hands on her.
> Flower Child

> What's humble about walking all over her?
> Ed Malone

One last warning: The fertility of jungles is an illusion. Jungle soil is actually only a few inches deep. Plants thrive because dead animal and plant matter decays in hours. If you make a bridge of dead vines or logs to cross a river or chasm, you'll probably have to make another one on the way back. The old one'll either be completely gone or too rotten to support your weight.

Finally, a note on animals. This isn't a Patterson's Guide, so I've only got a few things to say on this subject. First, remember that the jungle's a dark place, and the animals that live there like the dark. The busiest nights are moonless or overcast ones. When a full moon is out, activity dies down to practically nothing. Want to travel in the jungle by night? Time your trip with a full moon. Not only can you see where you're going, but your chances of running into something with teeth and claws are at a minimum.

Also remember to stay off natural migration paths. With a bit of observation, you can make out the favorite travel routes of local wildlife, and even if you have to go out of your way, avoid them. It's not just a matter of dodging something big enough to geek you, either—the small stuff's just as bad. Lots of birds, monkeys, and rodents have an eye for small shiny things, like fetishes and foci and their high-tech counterparts.

> Ask me sometime how much monkeys like to play with a nice, shiny cybereye. Go ahead. Ask me.
> Challenger

What's the most dangerous time of day or night to be out? Anytime around dawn. All the animals are up then, and they're more reckless than usual. The nocturnal hunters run around looking for a last bite to eat, while the "day shift" starts out a bit groggy, just like people. They'll blunder into your camp (and tent!) like it wasn't even there, even if they wouldn't come within a mile of a human or metabuman at any other time. Oddly enough, the same thing doesn't happen at dusk. I don't know why.

> We're working on it.
> Professor Summerlee

> This stuff can save your life, chummers. Remember our team sent in to stir things up on the Aztlan/Amazonia borders? Of six runners, one was electrocuted by his laser in the rain, one fell out of a tree when the vines cut his hands, one got done in by a fungus, and one came down with a chopped-down tree after he'd finished cutting the vines. Just one chummer got geeked in a firefight with an Otontin patrol. Predictably, the hot spot was hotter than Mr. Johnson let on. The Amazonians never laid a glove on us. So the score is: Jungle 4, Azzies 1, and Amazonians 0. Read it and weep.
> Challenger

> That's it for now, chummers. I hope you liked this foray into the Shadowland Nexus.
> Sysop Servant

> Say, where the frag is everybody? There's all newbies here. Not just the Captain; we haven't heard from Fastjack, Bung, Magister, Red Wraith, or any of the regulars. What gives?
> Infiltrator

> They're probably on a run somewhere. If it's in a jungle, I hope they read this file before setting out.
> Lord Roxton

> Captain Chaos and the others are probably on a mission to bring about a world of peace and beaut //BREAK//
>Flower Child

> Thank you.
> Infiltrator

> You're welcome.
> Sysop Servant

❑

Game Information

Effects of Soaking on Electrical Gear

Electrical gear doesn't like to get wet, and it has some spectacular ways of demonstrating its displeasure. Due to regular heavy rains, this can mean trouble during a jungle run. (For that matter, it can mean trouble during a home adventure in Seattle.) Thus, whenever something electronic gets soaked, whether in a heavy rain or by being plunged underwater, it has a 1-3 on d6 chance of malfunctioning. Raise this to a 1-4 on a d6 in sea or ocean due to the corrosive effects of salt water. After that, roll again at the same odds to determine the chance of receiving electrical shock. Normal stuff like night vision devices, decks, and cyberware does 5M damage, but if you have a weapon that relies on electrical power, you take the same amount of damage as a single shot from that weapon (i.e., an Ares MP laser does 15M damage). If you're carrying or wearing more than one such item, roll twice for every one. Maybe you'll think twice before going for a dip now, chummers!

It gets worse if you're carrying explosives, whether grenades, homemade bombs, plastic explosives, or simple exploding bullets. If you are, make a third roll at the same odds as before. If you don't luck out, you go boom!

Jungle Vines

Jungle vines are a varied lot. If you don't have a chip, manual, or the education to tell safe vines from unsafe ones, then it's trial and error time. You have a 50% chance of grabbing a safe vine. If you blow it, roll lD12 on the table below to see what you get.

Vine Table:

1-4: Thorny vine does 3L damage
5-6: Spines on vine do 5M damage
7: Internal cutting blade does 6M damage
8-10: Vine poison does 8M damage
11-12: Sap glues together whatever it touches. Roll your strength or less to break free.

This happens when the vines touch bare flesh, of course. Runners with cyberhands should try out all untested vines, but even they run some hazards. For instance, poison on a cyberhand stays until it's washed off. Touch bare flesh, and the poison takes effect as usual. Aside from making things stick, vine glue can gum up the workings of a cyberhand (1-2 on 1D6). Bone up on jungle botany before setting out, and your runs will go smoother.

Infectious Diseases For Meat And Machinery

Every day in the jungle, roll 1d20 to see if you've picked up a rotting disease. Note that because some fungi feed on plastics and electrical gear, people with cyberware must roll twice, once for their meat body, and once for chrome. Roll for noncyber electrical gear at the start of the day. A regular 1 means "infection" and potentially lethal trouble. Every two days (tropical diseases are virulent things) after infection, subtract 1 point from each physical attribute (Body, Quickness, and Strength) until death or healing takes place. Mechanical and electrical equipment, whether cyberware, decks, or night vision devices, malfunction after those first two days.

Healing magic takes care of your meat body when it's available, but gear's a little more difficult. Fire-treating it or drenching it in acid or strong poisons will do the job, but all these methods have their problems. As wet as the jungle is most of the time, fire might be hard to come by. Acid or poison runs the risk of leaving residue behind to harm the owner. Roll 1 out of 1d6 for this to occur, and do the same with fire or acid treatment to see if the acid or flame damages some part of the equipment.

When treating infected flesh, use Cure L Disease for the first 2 days, Cure M Disease during days 3 or 4, Cure S Disease on days 5 and 6, and Cure D Disease for anything after that. You can see it's best to treat these things right away.

Virtual Seattle Update

Following a number of questions and suggestions, here's the latest on VS rules

Good karma is limited to a maximum of 12 per character, per run. This includes individual karma awards. Maximum karma is only be awarded if everything went off perfectly. It is not a right; don't expect it. Exceptions to this rule will be noted in specific events, usually only for multi round games.

Effective now, Team Karma may only be BURNED (buying successes) to save a life. It may still be used for rerolls as normal.

Starting characters no longer have access to Military grade hardware.

For all characters, purchasing new items (your one item from Claudia or your starting gear for newbies) is limited to items with an availability of 16 or less. Street Index still applies for items from Claudia. For newbies, Street Index applies to gear with an availability from 11-16.

Spider shamans ARE permitted in VS. Spider is not an insect totem. However, all spider shamans must be female.

Jungle Tales

by Tom Prusa

Bengoukee was in a storytelling mood that night, the children could tell. Whenever he had that second cup of ale, and got that moody look, he was up for a story. And right they were, for soon Bengoukee launched into his 'good story' voice. The children gathered around eagerly.

The Outcast Who Became Chief

"This my children is the story of the outcast who became chief," narrated the old shaman. "Many moons ago, there lived a shu named Booda. He had a very hard childhood, for chance and the terrors of the jungle had left him an orphan, indeed, without a tribe.

"But the young shu survived. Survived and prospered he did, for he came to travel with a wise forest tam'hi who taught him to commune with the spirits of the jungle. He was on his way to becoming a formidable shaman when tragedy struck. He foolishly angered a garuda, and his mentor died allowing him to escape.

"Now he was truly at a loss for a place to live. His reputation had begun to grow, but it was not a good one. Some spoke of him as a bringer of bad luck, others thought that perhaps he was under a curse. None would have him. Finally he was forced to seek shelter with the only tribe that would have him, that den of mongrels and cowards, the tribe of the BooToos.

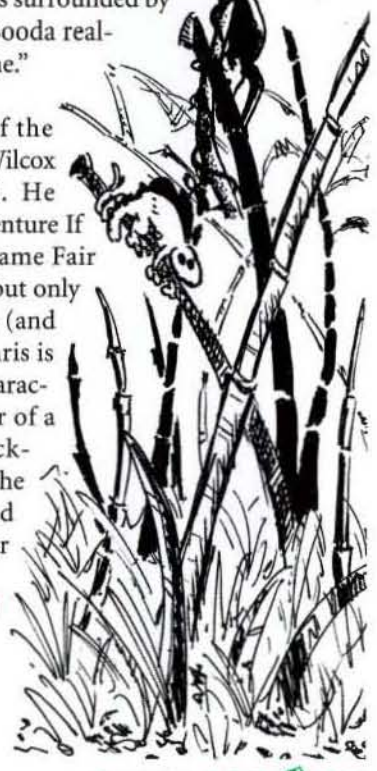
"Now the BooToos are not to be confused with the race of the butu, a fact that the butu insist on. The BooToos are the dregs of the jungle, but Booda had no place else to go. So he became their shaman, a fact that they all apreciated. For while the BooToos had many mages—of the cast your spell and run away mentality—they had no shaman. So for a while, Booda felt that he almost belonged.

"But Booda was not like the other Bootoos. For a start, he had a brave heart. This terrified the other Bootoo, who exist only by giving no offense to anyone. So one day, returning home from an adventure in which he singlehandedly defeated some vile creatures who refused to stay dead, Booda found a disturbing thing at home. It was gone. Yes, the entire village had moved to avoid having him in their tribe.

"This was his lowest hour. Rejected by a tribe that would reject no one. It was only luck that he heard of the passing of the chief of the Simbuki. The chief had died childless, and Simbuki law stated that there would be a challenge. Having nothing to lose, Booda journeyed to the village of the Simbuki.

"The challenge was rigorous, but not out of reach to someone who had faced the gods of Fire Mountain. He had to select a companion, for the shu judge their chiefs by their ability to inspire their followers. Booda's choice of a companion was strange to many. For while the other contestants chose brave fighters and wily mages, Booda's choice was Urg, a saru of modest fighting ability. The challenges included a riddle, which Booda answered himself, combat, in which Urg proved to be as good as his race would imply, and at the end, a difficult challenge to retrieve a egg from the top of a great tree. It was here that Booda's choice proved most wise, for while the fighters and mages struggled and completed the task slowly, if at all, Urg scampered up the tree and back down with the egg in a matter of moments.

"Having passed the challenges, only the final one remained. The Great Tree which is at the center of the Simbuki village had to accept Booda. The Great Tree had many spikes which only a chieftain may pull. He strode forward, timidly, and laid his hand on the spikes. The tree hummed. Deep inside him, Booda felt a feeling he had never felt before. As the spike came loose in his hand, he was surrounded by the cheers of his tribemen. Booda realized that at last, he had a home."



Booda, the shu chieftain of the Simbuki, is played by Chris Wilcox of Kansas City, Missouri. He earned this honor in the adventure If the Shu Fits at GEN CON® Game Fair '97. Several others qualified, but only Booda would grasp the spike (and thus retire his character). Chris is allowed to start a new shu character who can list "the brother of a chieftain" as one of his background characteristics, with the usual privileges you could finangle out of a big brother who is a chief. ❑

AGRICULTURE, INVENTION, AND

LIVING JUNGLE™ GUIDELINES FOR PLAYERS AND AUTHORS

By Stephen H. Jay

The LIVING JUNGLE setting is unique in RPGA® tournaments, in that only the most primitive of technologies are allowed. Yet that very term, "primitive technologies," has been open to player and author interpretation. To define this term more clearly, we have tried to use real world history and sociology to help determine availability of various materials and fabrication techniques.

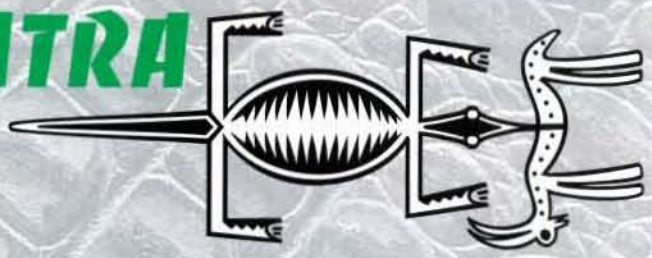
However, Malatra has no exact counterpart in the real world. Presumably, an abundance of food and inter-tribal competition has resulted in spiritual and ritualistic peoples with a relatively primitive technology but an advanced knowledge of magic (advanced because, unlike our world, their magic works). In order to add depth, background, and color to the culture of the LIVING JUNGLE, authors and players can use the following list as a guide for what is available in Malatra.

Agriculture

Agricultural items are limited to those items naturally occurring in tropical environments. Although irrigation has existed for centuries in some primitive jungle cultures, it is not a technology known in Malatra. None of these items require certificates, but Heroes can only acquire them by bartering with the listed indigenous tribes.

Item:	Description:	Indigenous To:
Cotton, Hemp	Used for woven cloth. Found wild, but can be raised in small quantities. Cotton cloth used as a sign of rank or for important ceremonies.	Wild Plants - Any Cultivated Plants - Rudra, Wise Ones, Lacerials
Cocoa, Coffee, Tobacco	All grown wild. Used for ritual and ceremony. Note: cocoa plant used for bitter chocolate drink.	Any
Sugar Cane Tropical Fruits	Generally available in all areas except swamps. Large patches or groves tend to attract animals eager to feed and predators eager to hunt them.	Any
Rubber	Derived from rubber trees. Only used to make rubber balls for games/children's toys.	Any
Vanilla	Vanilla is just one example of a natural scent used for perfume. Ritual use.	Any Nubari Can be confusing to Lacerials

SOCIETY IN MALATRA



Art

Art materials are limited to those easily attainable in tropical settings. Creating art requires a proficiency in that art form. Amber, obsidian, iron pyrite, inks and paints are relatively easy to acquire and do not require certs, though Heroes can only acquire them by bartering with the listed indigenous tribes. Gold, silver, jade, and turquoise are the rarest and require certificates. Art and jewelry made from these materials typically depict important spiritual or life events. All art created by Malatrans has strong personal or tribal significance.

Item:	Description:	Indigenous To:
Amber Jade Obsidian Turquoise	Used exclusively for jewelry and carvings by everyone except the Tribe of Chief Bagoomba. Members of this tribe can make knives and axeheads from obsidian.	Tribe of Big Chief Bagoomba, Huroola, Wise Ones, Koshiva, Kobokuru, Shu
Inks Paints	From plants and animals. Used in tattooing for rituals and ceremony. Temporary and semi-permanent varieties.	Nubari, Shu, Lacerial
Gold Silver	No known ore deposits. Any found in ruins, etc. could be worked like copper or brass.	Lacerials, Oscray
Iron Pyrite	Ground or whole, used as decoration.	Any Nubari

Other

Hide armor and ceramics do not require certificates, but Heroes can only acquire them by bartering with the listed indigenous tribes. Copper, brass, and advanced ceramics used as weapons require certificates.

The important thing for players and authors to remember is that the Living Jungle is less about material possessions and more about the stories and significance behind the possessions. Only items that fit a jungle setting and add richness and variety to Malatran culture should be used in the Living Jungle.

Item:	Description:	Indigenous To:
Hide Armor	Introduced by Lacerials	Lacerials Any Nubari
Copper	Certain shamans practice the smelting of copper for symbols of rank or office, or for ceremony. Lacerials know how to forge tools. High grade ore is very rare.	Lacerials, Oscray Tribe Of Big Chief Bagoomba Huroola
Brass	Fashioned from the rare copper and rarer zinc.	Lacerials, Oscray
Iron	None.	
Ceramics	Not the quality of that used by the ancients, primitive ceramics are still available for upper scale household use.	Korobokuru Wise Ones, Koshiva, Tribe Of Big Chief Bagoomba
Advanced Ceramics	Pieces found in Ancients ruins can be fashioned into durable weapons, such as knives, spearheads, and axeheads.	Tribe Of Big Chief Bagoomba

Lacerial

LIVING JUNGLE™ version by Tom Prusa & Steve Jay

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	Finhead	Bladebacks	Flyers	Hornheads
CLIMATE/TERRAIN:	Jungle	Jungle	Jungle/Mountain	Jungle
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Herbivore	Carnivore	Herbivore
INTELLIGENCE:	Very to Exceptional	Average to Very	Average to Very	Very to Genius
TREASURE:	Individual	Individual	Individual	Individual
ALIGNMENT:	Any (Lawful Good)	Any	Any (Chaotic Good)	Any
NO. APPEARING:	1-4	1-6	1-4	1-2
ARMOR CLASS:	5	4	6	4
MOVEMENT:	12	12	FL 24(C),10	9
HIT DICE:	2/varies	2/varies	2/varies	4/varies
THAC0:	varies	varies	varies	varies
NO. OF ATTACKS:	1 or 2	1 or 2	1 or 3	1 or 3
DAMAGE/ATTACK:	by weapon/ 1d3/1d3/1d2	by weapon/ 1d4/1d4/1d6	by weapon/ 1d2/1d2/1d2	by weapon 1d4/2d4/2d6
SPECIAL ATTACKS:	See Below	See Below	See Below	See Below
SPECIAL DEFENSES:	See Below	See Below	See Below	See Below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M(5' tall)	L(7' tall)	S (3' tall)	L (10' tall)
MORALE:	Steady (12)	Steady (12)	Average (10)	Elite (14)
XP VALUE:	35	35	65	120

Lacerials are intelligent, bipedal lizards descended from creatures similiar to dinosaurs. Lacerials are not native to Malatra, but claim to come from some other realm or world. Most Malatran residents don't understand the concept of other worlds, and it is widely known that the lacerials fled some catastrophe in the Valley Of Spirits. They are now settled as one tribe along the River Of Laughing Idols, 100 miles east of the tribe of Rudra.

The lacerials are a solitary people. While not hostile to outsiders, they avoid prolonged contact with non-lacerials. They seem to be suffering spiritually from what they call an "abduction" from their home and "abandonment" by their "gods." Many native Malatrans are quite willing to avoid them, particularly the Rudrans. The Rudrans were viciously attacked by a small group of misguided lacerials just before they moved to Malatra. The rudrans have an insultive nick-name for their unwanted neighbors: Garuda-People.

Four types of lacerials currently live in Malatra: Finheads, Bladebacks, Flyers, and Hornheads. These are Malatran names; the native language of the Lacerials is a combination of smells and ultra-sonic whistles. All four races have brightly-colored scales, sharp claws, and tails, but their bodies vary considerably. A finhead is nearly human in shape, though slightly smaller. A bladeback is taller and stockier with a series of large, sharp scales which extend from the top of its head, down its spine, to the tip of its tale. A flyer has a delicate frame with small legs, a short tail, and a flap of scale-covered flesh beneath each arm which serve as wings. A hornhead is a giant beast with a tail as long as its own body, sharp horns protuding from its head, and a great bony plate protecting its neck. All four races have scales of some shade of green. Their back scales vary in color and pattern with each individual, with colors ranging through green, yellow, orange, and brown.

Tattoos are a common adornment among lacerials, especially mages. Approxiamately half of the lacerials that came from the Valley of Spirits wear tattoos of a white heart and the other half wear one of a black flame. The disaster that brought them to Malatra was centered on a conflict between these two groups. The nature of this conflict is known to only a few Malatrans, as the lacerials do not speak of it openly. It is a source of great shame, for it was one of the few times in history that lacerials killed each other. Though the fighting is over, each side continues to wear the tattoos in silent acknowledgement of their past shame.

All lacerials have infravision. They can detect heat with their eyes, but cannot see a cold object in the dark. Although not cold-blooded, lacerials have difficulty keeping their body tempature warm in cold conditions.

For daily activities lacerials generally do not wear more than loinclothes and simple, loose cloaks. Lacerials do not wear armor. They do, however, wear ornate robes or hides for ceremonial occasions. Decorating the robes or hides is a deeply personal and private matter, as the colors and patterns chosen always hold some kind of significance to the owner, frequently showing some important connection to the tribe or family (their homes may be similiarly decorated). Once the robe or hide is complete, however, it is a source of great pride and will be

eagerly worn at any important social occasion. On those rare occasions when a lacerial has been expelled from his community, his robes are ceremoniously stripped from his body and torn apart.

Lacerials do not speak common. Indeed, to most nubari, they do not seem to speak at all since their voices are pitched too high to hear without magic. The emotions accompanying their words are emitted as scents that nubari can often detect. Lacerials can hear nubari speech, but so far none have learned the language. Apparently they have had prior contact with other races as yet unknown to Malatra, for the lacerials have developed a sign language with which to communicate with other species. The lacerial form of writing is to carve lines on sticks, which is used as spell fetishes or to record important documents.

Combat: Lacerials fight with a variety of weapons, and are mainly determined by character class. For example, spellcasters use magic, fighters use blades and missle weapons, and clerics favor blunt weapons and magic. Lacerial-crafted weapons generally have shorter grips and favor barb-like edges. Nubari who try to use a lacerial weapon without being trained in its use suffer a -1 to hit. Lacerials likewise suffer a -1 when trying to use a nubari weapon that they are unfamiliar with.

Some lacerials have knowledge of weaponry different than Malatrans. Already they have introduced bladeback flails, one of their most used weapons. Lacerials often speak of creating other new weapons out of foreign materials, but so far have not done so.

If unarmed, lacerials resort to ancient modes of attack. Finheads claw with both hands (1d3) or use their tail as a whip (1d2). Bladebacks use both claws (1d4) or swing at their attacker with their razored tail (1d6). Flyers claw and bite (1d2/1d2/1d2). Hornheads either claw (1d4), swing their tail (2d4), or gore with their horns (2d6).

Lacerials' Armor Class is as listed for each race and is a result of their own thick hide. Lacerials do not wear armor, but occasionally use shields. Because of the nature of their senses, lacerials gain a +2 save bonus against sound-based attacks such as charm or shout. They are more susceptible to gas-based attacks, and have a -2 penalty on all such saving throws.

Finheads, Bladebacks, and Hornheads can be any character class except rogues. Flyers cannot be PCs. No lacerial can be a true paladin, though some still claim to be. Lacerials cannot be multi-classed.

Habitat and Society: The adult lacerials of Malatra number 60 and consider themselves one tribe. Leading this tribe is the young hornhead, Trueblood. Trueblood is a 7th level wizard. Although it remains to be seen if Trueblood is up to the task of leadership, he was Whiteheart's only apprentice. (Whiteheart was the former lacerial leader who died in a battle with Blackflame just before the tribe came to Malatra.) Aiding Trueblood is the 5th level bladeback shaman Starr, the 9th level Flyer rogue Quickwing, and the 8th level finhead fighter Strongarm. Most of the lacerials are not adventurers, but circumstance has forced many to learn skills associated with character classes.

Lacerials communicate with other tribes in one of two ways. First, through sign language that the lacerials developed and taught to a select few in other tribes. Second, through a magical shell-like device that attaches to the ear. This device translates any form of language into a form understandable by the wearer. It is believed that only Whiteheart was able to make these devices. Only two are known to exist, and they are kept in the lacerial tribe.

Lacerials are generally polite and tolerant of other species and points of view, but they recognize evil and do not hesitate to stamp it out. They can be very friendly and tremendously loyal to those who have proven themselves to be friends. Lacerials generally maintain the highest code of ethics, but are very resolute about their wish to be left alone. While they will engage in trade, aid their neighbors, and assist travelars, few outsiders are offered lodging for the night or allowed to witness their ceremonies. Lacerials usually adventure only to gather information and maintain ties with other tribes.

The lacerials suffer spiritually from their current situation. They were kidnapped form their home and forced to work as slaves, dumped into the Valley of Spirits, succumbed to intertribal bloodshed, and forced to flee to Malatra. Their greatest leaders, Whiteheart and Blackflame, killed each other in battle. The lacerial gods, another concept foreign to Malatra, seem to have abandoned them. The result of all this is that lacerials have become culturally introverted and lacking in hope. Their priests no longer pray to their old gods, but have become shamans

instead and follw the nature spirits. Paladins have lost their powers and act as fighters, though a few still hold to the old paladin code of honor. It remains to be seen if lacerials will begin to pick up the habits and beliefs of their Malatran neighbors, rediscover their gods, create totally new beliefs, or just slowly die out.

Ecology: Lacerials mate for life and can produce 1 to 4 eggs a year. Both male and female share the duties of raising the young equally. A lacerial appears full-grown at 5 years, but mental maturity takes about 16 years. Under favorable conditions, lacerials can live to be 200. It is rumored that with the lacerial emotional state in its current malaise, reproduction among lacerial adults has slowed considerably.

Finheads are generally alert, bright, active, curious, and emotional. They have good manual ability and are as dextrous and flexible as any nubari. Exceptional finheads are usually fighter types. They tend to believe in ultimate concepts of good and evil and see things in absolute terms of black and white. In players terms, they are the most heroic, willing to take incredible risks for the common good. While finheads can be great thinkers, they are more likely to be impulsive in their actions.

Bladebacks are social creatures. They enjoy the company of friends and fellow lacerials and always find time to socialize. Being straight-forward and honest, non-lacerials sometimes think they are naive. In fact, bladebacks understand other races better than any other lacerials, and understand the most deceitful of creatures. Bladebacks have phenomenal memories, often able to recall the most trivial of details. As a result, they are slow to forgive an insult. Luckily, they are slow to anger as well. Bladebacks often act as mediators, judges, and living record keepers.

Flyers are nervous, hyperactive lacerials, both irritable and irritating. They are noisy and talkative, listening to everyone and telling almost everything they know. Gossip seems to be a source of great pleasure to them, although only the most indiscreet of flyers will tell non-lacerials the shameful secrets of the lacerial tribe. They have the benefit of flight, so often flee instead of fight. They are not cowards, however, and will gladly tell the stories—over and over again—of heroic flyers who saved their larger brethren. Flyers are often messengers, and help maintain contact with the other tribes of Malatra. As such, they are the least happy about their tribe's insular attitude toward the rest of the Living Jungle.

Hornheads are large and powerful, and tend toward careful, rational planning and thought. They are slow of speech but not slow of mind. They can take a long time to come to an important decision because they tend to methodically consider all sides of an argument. Hornheads tend to be wizards.

Lacerial Proficiencies

Sign Language	1 slot	Dex -1
Rune Carving	1 slot	Int

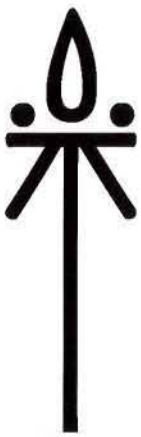
Class Restrictions	Maximum Level
Class	(bb/fh/hh)
Fighter	9/10/ 9
Ranger	--/10/--
Mage	7/ 5 /10
Cleric	10/ 7/ 7
Thief	--/--/--

Lacerials have no multi-class option.

Ability Score Range		
	Minimum	Maximum
Ability	(bb/fh/hh)	(bb/fh/hh)
Strength	10/ 7/12	18/18/18
Dexterity	3/ 5/ 2	14/18/12
Constitution	5/ 3/ 8	18/18/18
Intelligence	3/ 3/ 7	18/18/19
Wisdom	7/ 3/ 3	18/18/18
Charisma	5/ 3/ 3	18/18/18

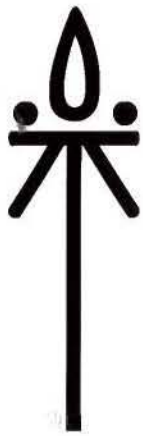
Living Jungle Appeal

We want to know who the heroes of the jungle are. If your character has reached the status of a true hero, you have a story to tell. Heroes who have reached 7th level are invited to share their stories. They may be published in Polyhedron, as the basis for an adventure, or you may find your character used as an NPC to send a group of low-level adventurers on a mission, for a change. Players with characters of this stature are invited to e-mail their vital statistics (at least name, race, class, level and tribe), to Tom Prusa (Prusatom@aol.com), or Stephen Jay (SJAYKAHN@aol.com). We'd like to know. ❑



	Height In Inches		Weight In Pounds		Starting Age	
	Base	Modifier	Base	Modifier	Base	Modifier
Finheads	48	1d10	90	3d10	15	1d4
Bladebacks	72	4d6	200	6d10	16	1d4
Flyers	36	1d4	60	2d4	15	1d2
Hornheads	108	4d6	360	6d10	16	1d6

	Middle Age	Old Age	Venerable	Maximum Age
Finheads	45	60	90	120
Bladebacks	50	75	100	140
Flyers	30	45	60	80
Hornheads	90	140	160	200



by Tom Prusa

Oscray

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CLIMATE/TERRAIN:	Any (prefer plains)
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	D
ALIGNMENT:	N
NO. APPEARING:	2-12
ARMOR CLASS:	6 (brass chain mail)
MOVEMENT:	9 (12)
HIT DICE:	3
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5-8' tall)
MORALE:	Elite (15)
XP VALUE:	150

The oscray are a race of demi-humans originally descended from orcs. They somewhat resemble orcs, but are larger and have grayer skin than true orcs. They have the characteristic piglike snout of the orcs, but stand proud and erect, as opposed to the stooped posture of their orcish cousins. Oscray have large canine teeth which they sharpen to a fine point.

The oscray came from across the skies, fleeing a far off war with a horrid race called The Elves. They came in ships that flew in the sky, although those ships no longer have that power. The oscray have found a home here on the plains of Malatra.

The oscray speak a variant of the orcish tongue, unknown on the plains of Malatra. They can learn any Malatran language.

Combat: Oscray are highly disciplined fighters, using strategical and tactical cunning. They are as yet unfamiliar with the jungle, but that will be remedied as soon as they accustom themselves to their new surroundings.

Oscray use a variety of weapons in combat: spears, daggers, short bows, hand axes, long spears and long knives. In an emergency, an oscray can bite with its teeth for 1-3 points of damage.

Oscray make a point of insulting foes in combat; it is considered a fine talent to possess. Oscray combat abilities are not affected by daylight.

Habitat/Society: Oscray have but one village, located on the Ravanna Savanah, well to the north of the Wise Ones territory. They exist by hunting and some agriculture. Their chieftain is Bentfang, who led them here.

Ecology: The oscray have banded together in this new world. An oscray will look first to protecting his tribe, especially the young. An oscray can live to be 80 years old.

Player Character Oscray:

Player Characters who are oscray may be fighters, thieves, mages (maximum of 9th level), priests (maximum of 5th level), or multi-classed fighter/thieves or fighter/priests.

Ability	Minimum	Maximum
Strength	6	19
Dexterity	3	18
Constitution	5	18
Intelligence	3	18
Wisdom	3	18
Charisma	3	16

Any oscray character may chose to begin with either brass chain mail (AC 6), a brass dagger, or 20 brass-tipped arrows. These count against their starting items.

Katanga, Impala

by David "Pasha" Morrow

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CLIMATE/TERRAIN:	Tropical/Plains
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivorous
INTELLIGENCE:	Low to Genius
TREASURE:	Individual
ALIGNMENT:	Neutral Good
NO. APPEARING:	1 or 3 - 300
ARMOR CLASS:	10/7
MOVEMENT:	12/24
HIT DICE:	Variable
THAC0:	Variable
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil/Scatter (See below)
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' tall) /S (3' high at shoulder)
MORALE:	Unreliable (3)
XP VALUE:	150/Hit Die

Katanga are a race of intelligent shape-changing animals. Their ability to shapeshift is natural and is not a form of lycanthropy. Katanga appear as normal animals to spellcasters who detect for illusions or use true seeing. Katanga can shapeshift between three different forms: animal, biped, and human. Each form has its own advantages and disadvantages.

Like the small antelopes they resemble, impala katanga are flighty and skittish. They have a reputation among those who know them as irresponsible and unreliable. As the Wise Ones say, "The impala katanga is the servant of his whim."

In human form, large hooves in place of human feet betray an impala katanga's true form. Though they often possess a slighter build and shorter stature than most humans, nothing else truly sets them apart from humans.

The biped form of an impala katanga resembles a satyr. Standing upright on two slender antelope legs, an impala katanga in this form has human torso and arms. The head (and antlers, for males) resembles that of an impala. In this form, an impala katanga can wield weapons and attack with its horns, though not in the same round. It can also wear armor and employ other human skills. Impala katanga can speak with both people and antelopes while in this form.

In animal form, an impala katanga is identical to an antelope. It stands three feet high at the shoulder, and is lightly built and colored. Distinctive lyre-shaped horns adorn males; both sexes bear a black stripe on each haunch. No weapons or human skills, including speech, can be used in this form.

No matter what form the impala katanga takes, it always casts a shadow in the shape of an antelope.

Each day a katanga can shapechange a number of times equal to its level. For instance, a 1st level katanga can change from human to biped (or animal) once per day, measured by the rising of the sun. It must stay in that form until after the following dawn. Changing requires one complete round of concentration, during which the katanga can take no other action. Armor and equipment does not change, but simply falls to the ground.

Ability Score Ranges

Str 6/18
Dex 7/19
Con 3/17
Int 6/18
Wis 6/18
Cha 6/18

All values divided by a slash indicate biped/animal forms. In human form, all katanga have human Size, Armor Class, and Movement rates, and inflict damage by weapon type. Strength bonuses never apply to natural attacks.

Total hit points do not vary between forms. In biped form, katanga also gain 120-foot infravision.

Impala katanga excel at jumping. In antelope form, they can leap up to thirty feet and reach heights of nearly ten feet. All impala katanga receive the Jumping non-weapon proficiency at no cost, useable in both human and biped forms. In addition, any impala katanga taking the Running proficiency receives a +3 bonus to all checks against it, due to natural swiftness.

Impala katanga can be player characters.

Combat: Impala katanga, like most antelope, prefer flight to fight. Impalas and impala katanga, however, have a special advantage when in herds of over twenty: they scatter in a frenzy of leaps and bounds, inducing confusion. Any creature of semi-intelligence or less witnessing such a display must save vs. spells or be confused, as per the spell. Impala katanga usually take advantage of this situation to flee.

If they must, impala katanga can wield weapons in human or biped form; they can attack with horns in biped or animal form.

Habitat/Society: Male impala katanga often adopt a herd of common impalas to live with and protect. Females often create small herds of their own, supplemented by common impalas. Some males remain solitary and claim their own territory.

These creatures spend much of their time at the edges of groves and jungles within reach of water, evading the hottest rays of the sun. They often roam on the open savannas as well.

Impala katanga have befriended both the Wise Ones and the tribe of Chief Bagoomba; they despise the Simbara tribe, for those people hunt them and prize their unique horns. They have had little or no contact with other tribes of the plateau.

Ecology: Feeding on grasses and shrubs, impala katanga eat a herbivorous diet, even in human form (though they can eat "human" vegetables in human form).

by Gary S. Watkins

Katanga, Hedgehog

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CLIMATE/TERRAIN:	Tropical/Jungle
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low to Genius
TREASURE:	Individual
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	8/6
MOVEMENT:	6/6, burrow 3
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 (biped) or Nil
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Quills (biped)
MAGIC RESISTANCE:	Nil
SIZE:	S
MORALE:	Average (8-10)
XP VALUE:	150/hit die

Katanga are a race of intelligent shape-changing animals. Their ability to shapeshift is natural and is not a form of lycanthropy. Katanga appear as normal animals to spellcasters who detect for illusions or use true seeing. Katanga can shapeshift between three different forms: animal, biped, and human. Each form has its own advantages and disadvantages.

The hedgehog is a small tropical mammal native to the jungle with sharp, harmless quills covering its entire body, save the face and underbelly. The three forms of this katanga include the natural hedgehog, a bipedal form resembling an upright hedgehog with usable hands, and a human form. In human form, a hedgehog katanga looks like a shu with a full head of dark, spiky hair, small dark eyes, and a pointed nose. The katanga's claws enable it to burrow through soft earth or sand at a 3" rate.

No matter what form the hedgehog katanga takes, it always casts a shadow in the shape of a hedgehog.

Hedgehog katanga receive the foraging and hiding (jungle) bonus nonweapon proficiencies due to their familiarity with the jungle, natural camouflage, and their small size.

Ability Score Ranges

Str	6/18
Dex	3/18
Con	6/18
Int	6/18
Wis	7/19
Cha	3/17

All values divided by a slash indicate biped/animal forms. In human form, all katanga have human Size, Armor Class, and Movement rates, and inflict damage by weapon type. Strength bonuses never apply to natural attacks.

Total hit points do not vary between forms. In biped form, katanga also gain 120-foot infravision.

Combat: In biped form the hedgehog katanga's nails resemble claws which can inflict 1d4 points of damage. Anyone striking the bipedal hedgehog katanga from behind will sustain 1d4 points of damage from the mane of enlarged quills that covers its back. Hedgehog katanga can be warriors, priests, or thieves, as well as warrior/priests or warrior/thieves. Hedgehog katanga thieves receive a +15% chance to hide in shadows due to their small size and natural camouflage.

Habitat/Society: Hedgehog katanga generally travel singly, although rarely a mated pair is encountered. Close to nature, they do not adorn themselves much or carry unnecessary gear. Often hedgehog katanga maintain caches of food and equipment about the jungle and draw their needs from them rather than pack it around. The 'thorny ones' (as the shu call them) are on neutral to friendly terms with most races of Malatra, but feel uncomfortable around the loud, obnoxious korobokuru.

Normally level headed, hedgehog katanga get nervous around water as they tend to be poor swimmers. Heroes may ignore this fear for purposes of boat travel, but must make a successful saving throw vs. paralyzation to enter water willingly.

Ecology: Hedgehog katanga subsist on a diet of roots, fruit, nuts, small insects, and grubs. They produce little in the way of finished goods, but forage among the jungle for what they need. They trade medicinal plants, berries for dyes, and other materials for necessary objects.

CONTEST DETAILS & WINNERS

These two katanga sprang from a contest we ran way back in issue #123. We got several good entries, and it was a close call. Tom Prusa, LIVING JUNGLE guru, and our own Robert Wiese judged the entries.

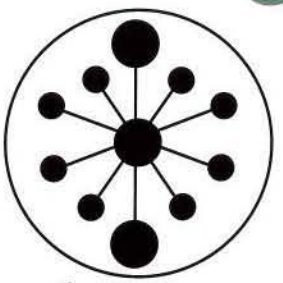
First place went to **David "Pasha" Morrow**. "Pasha" and second place winner, Gary Watkins, will receive nifty, rare LIVING JUNGLE t-shirts for their efforts. In addition, Mr. Morrow will receive a free copy of our February RPGA adventure, Moonlight Madness (available at your local game retailer or mail order company now!). Thanks for entering!

Runner up katanga writers, will receive international recognition in the pages of a long-running gaming magazine. They include: Rory Dickinson (Giant Bat), Greg Dreher (spider), Art Lobdell (River Manatee), John Pollack (Warthog, Hyena, Eel, Moonbear, Sunbear), Mason Porter (Beaver), Eric Robbins (Dolphin), and Jennifer Tittle Stack (Manatee). We also had a nameless mystery entry of the Zebu katanga.

Thanks again to everyone who entered! Expect more contests in the near future!

St.Cuthbert
Cuthbert of the Cudgel

by Eric L. Boyd



Powers That Be

Cuthbert

Cuthbert of the Cudgel, the Cudgeler

Intermediate Power of Aracadia, LG

Portfolio:
Common Sense, forthrightness, honesty, truth, wisdom, zeal, dedication to the causes of law and good

Aliases:
None

Domain Name:
Abellio/The Bastion of Law

Superior:
None

Allies:
Allitur, Delled, Heironeous, Mayaheine, Rao

Foes:
Iuz, Incabulos, Nerull, several Abyssal Lords

Symbol:
Starburst of rubies on a platinum circle or wooden billet or crumpled hat

Wor. Align.:
LG, LN

Patron of common sense, truth, and forthrightness, St. Cuthbert hates evil and opposes chaos. But his major interest is in law and order and the dual work of conversion and prevention of back-sliding of "true believers." While St. Cuthbert's faithful hold that he once walked in the Flanaess as a mortal man of exemplary character, no evidence exists that the Cudgeler was ever less than a lesser power. St. Cuthbert seldom leaves his realm in the Outer Planes, unless some great duty brings him forth. Unlike most Intermediate Powers, he can enter the Prime Material Plane at will.

St. Cuthbert is stern power who sees the world in black and white. For many folk living with the threat of Iuz to the north, this is a very credible world view. The Cudgeler has little patience for ostentatious displays, frivolous pursuits or idle talk and he accepts no excuses or displays of weak moral fiber.

Great personal enmity exists between St. Cuthbert and Iuz, which adds to the former's popular appeal. The Cudgeler may appear in avatar formto drive the Old One away in confrontations of major import. While the followers of St. Cuthbert and Pholtus maintain a great rivalry, both powers are willing to work together, as needed.

The Church

Clergy: Clerics, crusaders, monks, specialty priests, paladins
Clergy's Align.: LG, LN
Turn Undead: C: Yes, Cru: No, Mon: No, SP: Yes, Pal: Yes
Cmnd. Undead: C: No, Cru: No, Mon: No, SP: No, Pal: No

All clerics, crusaders, monks, and specialty priests of St. Cuthbert receive religion (Common) as a bonus nonweapon proficiency. Note that "Common" indicates familiarity with human faiths which exhibit common worship in most of the Flanaess.

St. Cuthbert has a large following in the Flanaess. Many wayside shrines and small, crude chapels dedicated to him are scattered throughout the Flanaess. St. Cuthbert's worshipers are most numerous in the Central Flanaess, in the city of Greyhawk, the Wild Coast, Urnst, Veluna,and Verbobonc. There, his temples are large, elaborate, and well-maintained. The faith is appreciated by most goodly folk, but rivalry exists between St. Cuthbert's followers and those of Pholtus of the Blinding Light.

While St. Cuthbert has many large places of worship, wayside shrines and small chapels are more typical. All of his houses of worship, great and small, are dominated by meeting halls notable for their hard pews, simple lecterns, and inspirational homilies woven into wall hangings or inscribed in stone.

The clergy of St. Cuthbert are known as the Stalwart Host, divided into three orders: the Chapeaux, the Stars, and the Billets. The Chapeaux seek to convert people to the faith.The Stars retain doctrinal purity among the faithful. The Billets, by far the most numerous, minister to and protect the faithful. Relations among the orders are good, although individuals in the Billets and the Stars argue over doctrine. Approximately 70% of the Billets are Lawful Good, while some 70% of the Stars are Lawful Neutral. The Chapeaux are evenly split.

Novices of St. Cuthbert are called the Untapped. Titles are in strict ascending order: Club of Justice, Devout Flail, Mace of Militancy, Star of Dawn, Stalwart Stave, Hammer of Hymns, Marshal of the Faithful, and Herald of the Saint. High priests are known collectively as the Wise, addressed as Revered Father or Revered Mother, as appropriate. Specialty priests are called cudgelers. The clergy of St. Cuthbert is almost exclusively human, nearly two-thirds male. The Cudgeler's clergy is divided across all three orders: clerics (30%), crusaders (30%), and specialty priests (30%). Monks (5%) and paladins (5%) make up the remainder.

Dogma: The teachings of St. Cuthbert are practical, wise, and sensible. Spread the word of the Cudgeler so that all may receive the benefit of his wisdom. The word is the law, and the law is the word. Neither weakness in faith nor acting against the teachings of St. Cuthbert are tolerable in those who have heard the true word. Be tolerant of those who have not yet accepted the true word, but do not cease in efforts to bring them St. Cuthbert's truths. Be always honest, truthful, and forthright, and do not stray from the reasonable and practical.

Day-to-Day Activities: Priests of St. Cuthbert are stout, stern folk who speak their minds plainly. It's not that they won't suffer fools gladly—they won't suffer them at all. Honesty and common sense are more prized than book learning and arcane knowledge. Their faith is practical, with attention to detail and concerns of common people. In the aftermath of the Greyhawk Wars, military training and fitness are mandatory.

The Chapeaux spend their days wandering the Central Flanaess, visiting villages, proselytizing, and inducting new converts. The Stars typically track down heresies, unmask heretics, and convince them to repent. The Billets, in contrast, assist their congregants, give advice to those who seem lost, and generally make themselves helpful where they reside.

Holy Days/Important Ceremonies: St. Cuthbert is worshiped weekly on Godsday with ceremonies lasting a full day and night. Singing, prayer, moral tales, and simple food are common, particularly in the wayside shrines.

The fourth day of the annual Growfest festival is observed as the Day of Welcoming. Converts are welcomed into the ranks on this day of buoyant sermons and simple fellowship. The last day of Needfest is celebrated annually as the Day of Trial, when followers fast and atone for the past year's sins.

Major Centers of Worship: The Sacred Temple of St. Cuthbert is a grand temple on a low rise in the Garden Quarter of the Free City of Greyhawk. While the Sacred Temple is not the only shrine of the Cudgeler in the city (a humble two-story shrine stands in Shacktown) it is by far the largest. As perhaps the largest religious group in the Free City, the followers of St. Cuthbert erected a temple suited to their prosperity, symbolizing the blessings of their deity. The original shrine has grown into a cathedral lined with golden ornaments, fitted with silver and jeweled symbols of the faith. O utside the temple, white tile paths wind through gardens of roses, exotic flowers, and evergreen shrubbery. Oversix hundred penitents can worship together in the rectangular chamber which makes up the temple. The floor is tiled with deep green marble. Huge white marble columns support the 50' high sky blue ceiling painted with white clouds and a blazing sun. A second building is clergy living quarters, all of whom are Billets.

Affiliated Orders: The Order of Mace is the militant arm of the faith, including crusaders and paladins from all orders. Knights of the Mace serve in mid-sized and large temples as elite defenders. Larger bands are sent out as needed, often making extended forays into hostile territory. Many Knights fell in battle during the Greyhawk Wars; the order is slowly replenishing.

Priestly Vestments: The Chapeaux dress in varying garb, but all wear crumbled hats of brown and green tartan with St. Cuthbert's holy symbol in copper, pinned to them. The Stars wear dark green robes with the starburst—again serving as a holy symbol—in copper, gold, or platinum, depending on status. The Billets dress in simple brown and russet garments, wearing St. Cuthbert's cudgel symbol in oak or bronzewood.

Adventuring Garb: St. Cuthbert's priests carry bronzewood or oaken cudgels, although most are skilled in a variety of bludgeoning weapons. Priests favor plate mail.

Specialty Priests (Cudgelers)

Requirements:	Wisdom 9
Prime Req.:	Wisdom
Alignment:	LG, LN
Weapons:	Club, flail, mace,staff, morningstar, staff-sling, warhammer
Armor:	Any
Major Spheres:	All, charm, combat, divination, healing, law, necromantic, protection, war
Minor Spheres:	Animal, creation, guardian, summoning, sun, wards
Magical Items:	As cleric
Req. Profs:	Club, healing
Bonus Profs:	Endurance

Granted Powers

- Cudgelers turn undead as a cleric of four levels lower. (A 5th level cudgeler turns undead as a 1st level cleric.)
- Cudgelers can call upon *faith* once per day.
- Cudgelers are granted spell-like powers, depending on their order:

At 2nd level, Billets gain *friends* once per day.

At 3rd level, Chapeaux gain *shillelagh* once per day.

At 4th level, Stars gain *ESP* once per day.

- At 6th level, cudgelers can cast *prayer* once per day.
- At 9th level, cudgelers can cast *dispel evil* or *true seeing* once per day.
- At 12th level, cudgelers can cast *holy word* once per week.

RPGA® in bloom

The Network is blooming anew at the Gen Con® Game Fair this year, with a host of special events and games to entertain you. The Network will keep you busy ALL weekend, so plan to come for every day of the show. In fact, plan to come Wednesday night for our kickoff meeting, because four days can't hold us.

The Arena features a Showcase Game Area this year, situated in the center near the seats on the entrance side. This event will feature the Living Death™ and Threads of Legend interactive events, and some premiere tables of our events. Some of you will find yourselves on show as you play, and if you are not doing anything you can grab a seat and watch your friends play.

Presenting our Guest of Honor: Douglas Niles

Douglas Niles has been involved with Dragonlance® since its inception, with novels including *Fistandantilus Reborn, The Dragons, The Kagonesti, Emperor of Ansalon,* and *The Kinslayer War*. He is a lifelong Wisconsin resident and an enthusiastic fan of the Green Bay Packers, though he has never been known to put on fake-cheddar headgear. (Or real cheddar, for that matter.) He is married to Christine, a teacher, and they have two children. He has authored more than twenty books, including *Darkwalker on Moonshae*, the first book in TSR's Forgotten Realms® series. Douglas will run special charity games, speak, and sign autographs during the Game Fair. Be sure to meet him.

This year's Network charities

Each year the Network raises money for charity through your generous efforts at the Game Fair. This year, we stayed with Make-A-Wish Foundation as our primary charity. Last year we raised more than $11,000 for this charity, which grants wishes to seriously ill and terminally ill children. Their efforts make the last days of these children much happier.

Our second charity is the National Society for Prevention of Cruelty to Children, operating in the UK. Founded by Benjamin Waugh, currently presided over by Princess Margaret, this organization works to prevent and protect children suffering as a result of ill treatment, help children overcome the effects of such harm, and protect them from further harm. The NSPCC is the only national organization in England, Wales, and Northern Ireland devoted exclusively to the problem of child abuse.

Special Events

RPGA Members' Meeting

All RPGA members are invited to attend the annual membership meeting, Wednesday night (before the convention) in the Hyatt Regency Ballroom. Meet Regional Directors and other members, learn about Network activity at the Game Fair and in the coming year, and more. We will pack the meeting with info, so take notes. It all starts with a charity auction; bid on a seat in a special game with Ed Greenwood or guest of honor Doug Niles (all scheduled for 12 noon to 4 pm throughout the convention), pick up some unique items, and resist the temptation to bid huge amounts on Living City™ opportunities (or don't resist). Then we discuss the state of the Network and Regional Directors give short presentations, showing what is happening across the country. More surprises await. Participation XP. Volunteers, judge coordinators, and marshals will meet at 6 pm.

RPGA Breakfast

We return to our roots with the Network Breakfast. Meet up to hundreds of fellow Network members and industry personalities in the relaxed atmosphere of the Hyatt Regency. Listen to guest of honor Doug Niles, see Service Awards presented, and talk with your friends. The breakfast takes place Friday morning at 8:30 in the Regency Ballroom. Tickets are limited, so get yours early.

Regional Director Meeting

After the Breakfast, Regional Directors will meet in the Hyatt Regency to discuss how they can serve the membership better. All Regional Directors are encouraged to attend. Friday, 10 am.

Living City Extravaganza

More Living City events? Did we hear you right? You want more Living City at Gen Con Game Fair? Well, you've got it. This year we present FOUR brand-new events, plus a wealth of special activities. Tournaments include our famous Living City Exclusive, never to play anywhere else, and a Living City Masters Event open to Master Level players and above in the Campaign category.

In addition, Gen Con Game Fair hosts the start of the High Level campaign expansion, *A Shot in the Dark*, and the biggest Living City Interactive this side of anywhere. Discuss Living City issues in our Q&A session, and learn how to judge Living City better in the Living City 101 seminar.

You can also risk your character against the "Megadeath" scenario for rich rewards! Play any character, but chance of survival under 8th level is remote. Experience awards center around 10,000 xp per character level, and the magical items are way cool. One table, chosen for entertainment value, will be played in the Showcase Play Area. Bring a painted miniature and come in costume! Saturday, Noon to 4 pm, just before the interactive.

Living Jungle™—Search for the Sage

The Ancient Enemy is coming, threatening all that lives in Malatra. The Council Of Elders has determined that more than just bravery and strength of arms is needed to challenge this foe. Stand before the Council and prove your knowledge. The winner receives a unique Living Jungle item and a starring role as an NPC in the battle to save Malatra.

All Living Jungle players on Thursday and Friday will receive a one page

handout by their judges. The handout will consist of LIVING JUNGLE trivia questions, such as "Name five adventures that Bengoukee didn't send you on," or "What is sacrificed each year to the gods of Fire Mountain?"

From these respondents, ten or twenty finalists will be chosen, posted at HQ, and asked to pick up part two of the questionnaire. Part two will consist of "what if?" questions to test their PC's willingness to act heroically and intelligently, and a chance for players to make their own suggestions for the LIVING JUNGLE universe or "Ancient Enemy" story arc. There might also be a chance for players to describe their characters. The winner from these will then be included as an NPC in a LIVING JUNGLE module, probably the climax module to the Ancient Enemy story arc.

In addition, you can play two LIVING JUNGLE events, including one for high-level heroes.

AD&D® Team Challenge
To register for this event, send a letter to HQ stating the name of the team, the names of the expected players, and the slot you prefer to play the first round. Pick up gneeric tickets outside to pay for the event; do not pre-reg with the game fair registration. Letters of intent for this event must be received by July 15th.

Awards

Prizes this year are very cool. The ceremony will be in the Arena using our Showcase Game Area. We'll recognize tournament winners and award special prizes. Guest of Honor, Doug Niles, will emcee the show starting at 2:30. We'll keep it under 90 minutes, so you can catch your 5:00 flight back to Normalsville.

Best of the Best: The winner of the invitational Best of the Best tournament will receive an all-expense paid trip to the GEN CON® 1999 Game Fair, including airfare, hotel downtown, meal expenses, admission, and game fees. In addition, we'll profile the winner in POLYHEDRON® and generally make a big deal of him or her for a whole year.

AD&D® Open: The winners of the AD&D Open receive $100 worth of TSR product each, plus plaques and special unique items keyed to characters in the tournament. Second and third place team members also receive plaques and prize merchandise. This is the pinnacle of AD&D Team competition, so bring a team and plan to enter.

ALTERNITY™ Open: Winning players of the ALTERNITY Open tournament will receive plaques, a whole lot of ALTERNITY product, plus specially sculpted, movie-quality sci-fi prop guns. You cannot buy these guns, you must win them. Second and third place players also receive prizes and plaques.

AD&D Team Challenge: The winning team in this competition receives a spectacular trophy and fame through the POLYHEDRON: we will profile the club or team and the members who played. Second and third place teams receive trophies and consolation prizes.

Best LIVING™ Campaign Player and Judge: The player and judge with best average scores in LIVING CITY™, LIVING JUNGLE™, LIVING DEATH™, *Virtual Seattle*, and *Threads of Legend* events receive an autographed copy of the new *City of Ravens Bluff* book, *Demihuman Deities of the Realms*, vol 2 of the AD&D CD-ROM Core Rules, and a selection of other great FORGOTTEN REALMS® accessories, plus a trophy to display to everyone who visits your house. You must play or judge six events to qualify, in at least three different LIVING Campaigns. LIVING CITY high-level events, Megadeath events, and the interactive are not included.

Best Fantasy Player and Judge: The player and judge with the best average scores in Fantasy-themed Network events each win the *Dungeon Builder's Guidebook*, the *Guide to the Inner Planes*, the *MONSTROUS COMPENDIUM® Annual #4*, and the primary accessories for each of the BIRTHRIGHT®, GREYHAWK®, and DRAGONLANCE®: FIFTH AGE® campaign settings. In addition, winners get a cool trophy. The events to choose from include the AD&D Feature, AD&D Benefit, AD&D Masters, AD&D Grand Masters, AD&D Paragon, AD&D Replay, and two DRAGONLANCE: FIFTH AGE Visions of Destiny adventures. You must participate in at least five events to qualify for this prize.

Best Sci-fi Player and Judge: The player and judge with the best average scores in sci-fi Network games receive a copy of all major accessories in the the ALTERNITY game system and the STAR*DRIVE™ campaign setting, the MARVEL SUPER HEROES™ Dramatic Adventure Game, and the *Guide to Marvel Earth*. Don't forget the excellent trophy. The events from which to choose include the ALTERNITY Open, the ALTERNITY Feature, the Star Wars Feature, the Paranoia Feature, and the MARVEL SUPER HEROES game. You must play or judge at least four events to qualify.

Best Horror Player and Judge: The player and judge with the highest average score in horror-based Network games receive Return to the Tomb of Horrors, a selection of new accessories from the RAVENLOFT® campaign line, and accessories from the Werewolf and Call of Cthulhu games. The games must be chosen from the LIVING DEATH events, the Werewolf Feature, and the Call of Cthulhu Feature. You must play or judge three events to qualify, LIVING DEATH interactive not included.

Seminars

Learn something new about gaming, ask questions about RPGA® campaign settings (including some new ones), help build an issue of POLYHEDRON® magazine, get feedback on your tournament ideas, or take our judge training seminars. To apply for Judge Certification, contact HQ in writing.

~RPGA Judge Training 101

Though the AD&D® game will frequently be used as a model, this seminar is focused on what makes a good judge, bringing life and interest to NPCs, how to run scenes with drama and excitement, how to handle difficult players, and more. This is the primary class; to be certified you must judge three slots at the convention. Service points awarded. Friday 12 noon to 1:45 pm, Saturday 10 am to 11:45 am

~LIVING CITY™ 101

with Dan Donnelly

Learn the specifics and peculiarities of our most popular LIVING™ campaign. Discussion will include both out-of-game and in-game topics: preparation for judging, AD&D rules and resources for interpretation, awarding treasure and experience, application of laws in the campaign, spells and magic, and more! Lots of handouts and cool prizes will be on hand! This is an elective class; LIVING CITY can be added to Judge Certification by taking this seminar and judging one slot of LIVING CITY. Service Points awarded. Friday 2 pm to 3:45 pm.

~LIVING CITY Players' Discussion

with Dan Donnelly, Robert Wiese, & Campaign Coordinators

Players of our favorite LIVING campaign come to discuss questions about the campaign, new issues and directions, and what they'd like to see. Participation XP. Thursday 5 pm to 6:45 pm.

~LIVING DEATH™ 101

with Claire Hoffman

Learn aspects of judging LIVING DEATH, and *Masque of the Red Death* in general. During the first hour, we focus on the Gothic Earth setting, tips for creating mood, setting tone, and adding extras to make your Masque games even better. Then we move to specifics of judging Masque in a tournament setting, especially particulars of the LIVING DEATH Campaign. LIVING DEATH can be added to Judge Certification by taking this seminar and judging one LIVING DEATH event at the convention. Service points awarded. Thursday 2 pm to 3:45 pm.

~Rumble in the LIVING JUNGLE™

with Tom Prusa

Learn about the RPGA humanoid-based campaign, LIVING JUNGLE. We present the campaign and explain options, answer questions, and take feedback on how to make the campaign even better. New ideas may be discussed. In the last part of the seminar, Abu will trade with your LIVING JUNGLE characters. Participation XP. Saturday 5 pm to 6:45 pm.

~Run the Shadows in Virtual Seattle

with Wes Nicholson

If you like Shadowrun, we've got tournaments for you. Come see what's happening in the Virtual Seattle campaign, especially designed for Shadowrun lovers. Uncle Wes will answer questions and talk about campaign direction. Participation XP. Thursday 9 pm to 10:45 pm.

~Intro to Roleplaying

with Sean Kelly

What is all this roleplaying stuff anyway? If you play card, board, or miniatures games and want to know what the weirdos around the circular tables are up to, come to this seminar. Sean Kelly, actor and veteran RPGA judge, will put you in the know. Participation XP. Friday 10 am to 11:45 am.

~Writing and Judging SAGA™ system

with Nicky Rea, Jackie Cassada, Carla Hollar, and SAGA system designers.

This "how-to" session offers tips on GMing adventures using the award-winning SAGA roleplaying rules from the DRAGONLANCE®: FIFTH AGE® Game and the MARVEL SUPER HEROES Adventure Game. It includes basic instruction in the system's easy card-based mechanic and addresses challenges of writing epic fantasy storylines and action-packed comic book-style adventures. Participation XP. Friday 7 pm to 8:45 pm.

~Tournament Practicum

with Robert Wiese and an expert panel

If you want to write adventures for convention tournament play, whether RPGA or otherwise, come to this seminar. Difficulties in tournament format will be covered, plus tips on how to handle obscure rules and complex situations. Bring an outline of two pages or less and our staff will review it at Gen Con and give you pointers. Participation XP. Saturday 12 noon to 1:45 pm.

~Build a POLYHEDRON magazine

with Jeff Quick

Help Jeff build a storyboard for an issue of POLYHEDRON. Learn what goes into planning an issue and ask questions about submission procedures. If you want to see an improvement in the magazine and don't want to write in, come to this seminar. Participation XP. Saturday 2 pm to 3:45 pm.

~Living Galaxy Seminar

with David Eckelberry & Jeff Quick

In the coming year, the RPGA will open a new galaxy of play for the heroes of roleplaying. The Living Galaxy offers RPGA members an opportunity to join in the development of the STAR*DRIVE™ campaign setting. Let your voice be heard. Participation XP. Friday 5 pm to 6:45 pm.

~Living World of Darkness?

with Nicky Rea, Jeff Quick, & others

Ever wonder about a LIVING campaign set in White Wolf's World of Darkness.? If you love playing kindred, garou, and the awakened, come help plan a campaign. Everything is on the table: structure, coordination, plotting.... Help make it what you want it to be. Participation XP. Friday 9 pm to 10:45 pm.

Tournaments

The real reason you came is the games. Four new LIVING CITY™ tournaments (including our EXCLUSIVE), more and different RPGs than you've even thought about running, plus surprises we won't even talk about in the large type.

AD&D® Open

three-round team elimination

The Last Time by Robert Wiese.

The world of Alenkirth stands at the edge of oblivion. Time travel has so corrupted the world that it cannot continue. You stand at the end of time with your mentor, who proposes to send you back into the timestorm around your world to save it. Bring your courage, because this is an all-or-nothing adventure. Teams of eight players. Standard XP.

AD&D Best of the Best

three-round elimination

Green Acres by David Samuels.

What a wonderful day to be alive. You have the perfect lives, good food, good masters, who could ask for anything more? Wait a minute—it's past feeding time. Where is your food? Where are your masters? You'd better go investigate. This is an invitation-only event; players will be invited in June based on highest average player scores for the period June 1, 1997 to May 31, 1998. Quadruple XP.

AD&D Feature

three-round elimination

Secret Lives by Daniel Llewelyn, Jeff Bull, & Tim White.

Spies, monsters and disguises are all in a day's work for one of the King's Secret Operatives, as well as sewing, riding, and accounting, since you must keep your secret identity. But when the Princess is kidnapped right out from under your nose, you must journey into enemy territory, face black-clad foes, and your own mysterious past to prevent a war that would destroy your Kingdom. Standard XP.

AD&D Masters

two-round elimination

Slumber Party II by David Samuels.

It's been a month since you were brought into this world. You have received a message to report to Bahamut. Maybe he's found a way to send you home. Classic category Masters level players. Triple XP.

AD&D Grand Masters

Freudian Slips by Tom Prusa

"I am Sigmund's Strength. I am the best of Sigmund's attributes, the one that makes him succeed at his most important job as peasant hero."

"No, I am Sigmund's Wisdom, the peacemaker, the driving force behind Sigmund."

"No, I am Sigmund's...."

Help Sigmund make it through the day. Classic category Grand Masters level players. Quadruple XP.

AD&D Paragon

Tangled Web by Michael Stead.

The Grand Caliph has dispatched a ship to escort a princess and her retinue to the wedding feats of his son, Prince Husam. But secrets lie deeply in the lives of the people involved, secrets that could destroy the happiness of the whole land. Classic category Paragon level players. This is a replay scenario, but received extremely limited play on the East Coast. Quintuple XP.

AD&D Benefit

Meet Me at the Gates by Jim Ward.

The great gates of Greyhawk have been taken for granted for thousands of years. This ends when several large gold coins fall out of a piece of chipped plaster. When all the plaster on the gates is removed the uncovered mural suggests a race of snakemen built the gate. The mural also suggests they are coming back in about thirty days! There also seems to be a bit of human sacrafice going on in the mural... wonder if that's significant? A Greyhawk adventure. Double XP.

AD&D Retail Play

two-round elimination

Quest for Marvin by Andrew Rothstein.

Uncle Marvin is missing, and it's caused quite a stir in the halfling village. Everyone knew that his penchant for adventure would be the death of him, and it seems that they were right. You must find the truth. This event is open to all players who have played in eight or more adventures from the Adventurer's Guild Retail Play Program. Invitations will be sent to qualifying players in early June. Standard XP in tournament format.

AD&D Replay

The Unmaker by Joyce Rauschenberger, John Tynan, and Circle of Swords.

Rumors of the dragon Tialeasdon raiding the surrounding lands are spreading, and the sudden appearance of a large number of lions does not bode well. These must relate to the evil which surrounds the mountain Liesadeb. This classic event played in the Network Tournament Program in 1990 and 1991. Standard XP.

AD&D Team Challenge

two-round team elimination

TBA. Standard XP, Team season contribution.

ALTERNITY® Open

three-round elimination

Avatars by Chris Perkins.

The galaxy has been conquered by evil cybernetic mindwalkers with the ability to warp reality. Time travel becomes your greatest weapon as you travel back 400 years to annihilate a fledgling cybernetic corporation on the verge of becoming a monstrous stellar empire. Only you can destroy the past to change the future. Standard XP.

Alternity Feature

End of the Line by Jeff Quick.

It's a busy day at the End of the Line space station: alien races, colony ships, garbage dumps, an experimental artificial singularity.... Why do disasters seem to happen at the most inopportune times? Standard XP.

Living City™ Benefit

To Kill a Nightingale (Procampur 4) by Jay Fisher and UCC.

The city is filled with excitement as the Thultyrl of Procampur has finally consented to be married. Though many are still opposed to the union between Rendeth of the Royal Blood and the songstress Alissa Wyndsong, would some be so opposed to commit murder? Double XP.

Living City Exclusive

Heart of Darkness by Daniel S. Donnelly.

Kelemvor has raised a temple in the city and for a year it has been quiet. The silence is broken as Kelemvor imposes his will upon the city of Ravens Bluff. This event will not play anywhere except at this year's Gen Con® Game Fair. Standard XP.

Living City Feature

A Necessary Evil by James and Frank Alonso.

A prominent member of the Wizards Guild is in desperate need of adventurers to quickly retrieve vital information that may save the city from a powerful magic holding the city hostage. A "new" enemy from the north threatens to take over the Living City. Standard XP.

Living City High Level Premiere

A Shot in the Dark by Lee McClurkin.

Lady Mayor Amber Thoden is looking for a group of seasoned adventurers to secure a path deep into the underdark. Once the path is secured, Lord Blacktree and his men can continue their search for a mysterious dwarven artifact, the Orb of Protection, lost over 750 years ago during the last drow invasion. Finding the Orb may be Ravens Bluff's only safe way to rid itself of the dreaded Heart of Bane and prevent the dark god from returning to the Realms. Double XP.

Living City Interactive

Pirates Ahoy! The city is looking for a deputy mayor, the Underdark diggings have begun for the Orb of Protection, the Heart of Bane is warping the city itself, and the Temple of Tyr is due to be rededicated. So what is this year's interactive about? Pirates.

Charles O'Kane has been fighting pirates, and he's stirred up a hornet's nest. Come in costume as your Living City character, see what happens, or possibly make things happen. You can also trade for magic, buy land, join guilds or the Watch, and meet other adventurers. Oh, and we'll elect a new deputy mayor too. Bring your gold—you'll need it. This is a charity event. Interactive XP.

Living City Masters

Dark Lord, Morning Glory by Jaffrey Scott Meyers.

An important priest in the temple of Lathander is missing, and the temple needs stout adventurers to find her. Could it be a simple ransom, or is there something more? Probably something more, which is why adventurers are needed. Great rewards are promised for discovering the truth and thwarting whatever foul plot is behind it. Campaign category, Masters level players. Triple XP.

Living City Megadeath Benefit

Body Bags and Other Loose Ends by Don Weatherbee.

Been there, done that. Such is the life of a Ravens Bluff adventurer. Today's task is nothing that unusual, just recover a lost soul, regain some lost glory, relive some past challenges. Today, the Company of the Raven is not looking for the brave, just the foolhardy. Guess what? You showed up. This event is designed for high-level Living City characters, who receive rewards commensurate with the risk (trust us). Teams of eight. Double RPGA player/judge XP.

Living Death™ Feature

Strange Occurrences by Claire Hoffman.

This year, the two Living Death tournaments and Interactive form a trilogy. While each event is complete within itself, the stories within build one upon the other. In the first installment, a Peer of the Realm has asked for a discreet investigation of the strange occurrences at the British Museum. For low/mid level heroes. Standard XP.

Living Death Interactive

Come to the Casbah of Cairo. Many things can be found in the narrow streets of Cairo. Danger, intrigue, merchandise, and more await you as your Living Death character prowls the "streets" of the Arena and gathers clues which may help in the Living Death Enigma, Intrigue in Egypt. Even if you are not involved in the Living Death tournament story, you are welcome to come to Cairo as your Living Death character. Costumes strongly encouraged. Interactive XP.

Living Death Enigma

Intrigue in Egypt by Claire Hoffman.

A trail of clues have led you to Egypt in search of answers, but all you may find is grave danger. This is the conclusion of the three-part Living Death story. For low/mid level heroes. Standard XP.

Living Jungle™ Feature

The Soulless Shu by Leonard Dessert.

The Sumbuki tribe of Shu are celebrating the induction of their new chief. The festival is grand and love is in the air. What could possibly go wrong? This is a mid level adventure and the sequel to *If the Shu Fits*. Standard XP.

Living Jungle Extreme

Huroola Prophet by Tom Prusa.

Earthshakes! Monsoons! The Curse of the Tiger is coming true! What can save the jungle? Legend has it that in this time a prophet will arise. You must seek him... her... it out for the jungle to survive. This is no problem for heroes of your stature.

But, the prophet is said to have arisen in the Huroola tribe. If you travel there, males who bear weapons are killed on sight. An adventure with no weapons? That's why they call you heroes. An adventure for mid/high level heroes. Standard XP.

Call of Cthulhu Feature

Travelers in the Hebrides by Robert Hobart.

Summer, 1688. The Spanish Armada has sailed to bring an end to the heresy of England. But now your ship has foundered north of Scotland, forcing the six of you ashore on a remote island. And nothing on this island is quite what it seems... Standard XP.

Dragonlance®: Fifth Age®

Visions of Destiny Adventure #3

Autumn's Crown by Jackie Cassada, Carla Hollar, and Nicky Rea.

The search for a magical crown leads to a hard choice: Will you surrender the crown to evil to save innocent lives or let them die so good may claim the diadem? This adventure is offered for those who wish to catch up on the Visions of Destiny saga. Standard XP.

DRAGONLANCE: FIFTH AGE

Visions of Destiny Adventure #4

Nightsinger's Flight by Jackie Cassada, Carla Hollar, and Nicky Rea.

The characters travel to the forbidden, beleaguered land of Silvanesti to find an artifact from the Age of Dreams, but have they reached the right place? Fourth in the Visions of Destiny campaign series. Standard XP.

ADVENTURER'S GUILD™ SAGA™ Invitational

Participants in the RPGA® Network's series of retail play program adventures face a threat from the deep in Siren's Song and Dragon's Breath. To earn your invitation, play in a SAGA tournament at your local ADVENTURER'S GUILD member store or register for Leviathan's Deep, held Thursday at the TSR Castle. (Friday 9 p.m. to 1 a.m.)

ICE Adventure Kit Game

Run Out the Guns! by ICE Staff.

Stand yer ground, ye salty dogs! Helmsman, hard a starboard and bring your guns to bear! Come play in this specially-designed pirate event run by ICE! Play in as many of the first rounds as you like. You will carry your characters from session to session (improving each time you continue with the same character). You can play the same character as long as he or she lives. The best crews will play in the prestige final on Sunday. Standard XP.

Paranoia Feature

Time and Motion by Wes Nicholson.

The clones in the food vats have been disappearing at an increasing rate, and friend computer wants to know why. There have been disturbances in other sectors as well, and friend computer wants to know why. Guess who friend computer has decided will do the finding out, citizens? Standard XP.

Rolemaster Feature

three-round team elimination

Mask of Shadows by John Curtis III.

One by one, the veils are lifted. Now you have a clearer vision of who you are, but can you complete the tasks set before you before the ultimate price must be paid? Standard XP.

Star Wars Feature

Initiation by Robert Wiese.

The pirates have proven too much for the standard Alliance forces, stretched thin as they are. Your team is called to infiltrate their base, capture the leaders, cripple the base, steal a ship, and get out. Why did Major Pydd pick this one to saddle you with a new guy? Standard XP.

SAGA™ MARVEL SUPER HEROES™ Feature

Super Troop to the Rescue by Linda Baldwin.

When you made plans to go camping with the other kids in your club, you didn't expect this! You've got superpowers! Unfortunately, it looks like you'll have to learn to use 'em real fast; all the grownups are missing. Standard XP.

Threads of Legend Feature

TBA

Threads of Legend, set in the rich fantasy setting of the Earthdawn game, is a small, but fascinating corner of the Network's LIVING™ Campaigns. Come find out why Earthdawn is more than just an AD&D wannabe.

Virtual Seattle Feature

Some Runs Just Drag On by Jason and Christy Nichols.

Had enough of the difficult runs? How about some easy money doing bodyguard duty? After all, how hard can it be to guard a talent scout? Standard XP.

Virtual Seattle Special

Tlacaelel (Mexica: Part 1) by Cisco Lopez-Fresquet.

It's a simple surveillance job—watch for the target and collect your nuyen. But of course, things never go as planned, and sometimes unexpected opportunities for profit arise. Are you willing to take the risk? Standard XP.

Werewolf Feature

Tears of Rage by Beth Bostic.

Can you put aside the hatred brought by blind prejudice and work with your bitter rivals to cleanse the land of the Wyrm's corruption? An adventure for Werewolf Wild West. Standard XP.

NASCRAG Event

three-round team elimination

Catgut Willy and the Whirling Vortex of Doom! Join the search for the missing mages! Students from the College Arcane have gone AWOL, and it's up to you to find them. In our 19th year at Gencon, NASCRAG offers a three-round team advancement roleplaying tournament that competely lives up to its title. We promise Heroic Fantasy at its finest, filled with laughter, drama, riddles, and plot twists. Join the NASCRAG fun from the same twisted outlook that gave you Fez™, Zef™, Nexus, and (of course) Al™ (pat. pend). *This game is sanctioned by the Network, but does not run in the Arena.*

NASCRAG Charity Event

XEMO II: THE HAYLOFT.

Any event that begins "Your attorney is a clown," can't be all bad. Royalty and peasants work together in this AD&D adventure which features clowns, puzzles, and roleplaying. They know their quest is important, they just don't know what the quest is. (Xemo II is a one round tournament sponsored by NASCRAG as a benefit for AIDS victims.) *This game is sanctioned by the Network, but does not run in the Arena.*

Work the Game Fair with RPGA!

This large a program requires a lot of work. We can use all the help we can get. Volunteers are needed in these areas:

- Front Desk
- General HQ
- Data Entry

To volunteer, send in the signup form on the next page. Circle the slots for volunteering, and indicate your preferences. Thanks!

The RPGA® Network Needs Gamemasters

at the GEN CON® Game Fair!

August 6-9, 1998 at Milwaukee's Wisconsin Center

The GEN CON Game Fair hosts the world's finest game competitions, plus entertainment, manufacturers, and more. Join nearly 30,000 people from a dozen countries at the largest, most exciting Game Fair in the western hemisphere! The RPGA Network runs a huge program of roleplaying events, and we need your help. You can be part of the action by judging.

Judging brings many rewards. You show six players a great time, which is the best reward of all. More practical rewards come your way too. Judge four slots to get into the convention for FREE. Judge eight slots and be eligible for free housing. Free housing is offered for a limited time; we must receive your form by *June 1st* if you want a space in a hotel room.

Photocopy this form for your records. Then mail it to:
GEN CON® RPGA Judging, P.O. Box 707, Renton, WA 98057-0707 USA
or Fax to: 425-226-3182

Please PRINT all information clearly! This form is for RPGA Network event judges only, who **must** include membership numbers. Illegible or improperly signed applications will be returned.

This form registers you for the convention ONLY if you judge four slots or more. This form cannot be used to register to play events.

RPGA #:

First name

Last name

Address

City

State/Province

Postal/Zip code

Country

( ) Daytime phone

E-mail address

Volunteer Duties:
- ✿✿ Front Desk
- ✿✿ HQ/General
- ✿✿ Data Entry
- ✿✿ Anywhere you need

Circle the slots you want to judge or volunteer. If you work four or more slots, you get into GEN CON For FREE.

AD&D® Open, 3-round team		2	3	4		6	7	8	9	10s	11s		13f
AD&D Best of the Best, 3-round					5			8			11s		13f
AD&D Feature, 3-round	1			4		6	7		9s	10s		12f	
AD&D Masters, 2-round**			3				7		9				13f
AD&D Grand Masters**								8		10			
AD&D Paragon**		2									11		
AD&D Benefit		2		4				8		10			13
AD&D Replay Event	1					6			9		11		13
AD&D Retail Play Invitational, 2-round													
AD&D Team/Clubs, 2-round team			3				7			10f			
AD&D LIVING CITY™ Benefit		2				6							13
AD&D LIVING CITY Feature	1			4				8					
AD&D LIVING CITY Exclusive			3		5				9				
AD&D LIVING CITY Masters			3		5		7					12	
AD&D LIVING CITY High-Level Premiere							7-8						
AD&D LIVING DEATH™ Feature			3		5		7						
AD&D LIVING DEATH Enigma			3						9		11		13
AD&D LIVING JUNGLE™ Feature	1			4						10			
AD&D LIVING JUNGLE Extreme		2				6						12	
Shadowrun *Virtual Seattle* Feature		2						8				12	
Shadowrun *Virtual Seattle* Special			3		5					10			
ALTERNITY™ Game Open, 3-round	1	2	3		5	6	7		9s	10s		12f	
ALTERNITY™ Game Feature				4				8			11		13
Call of Cthulhu Feature		2						8				12	
Paranoia Feature				4	5								13
Star Wars Feature			4					8			11		
DRAGONLANCE®: FIFTH AGE® Visions 3		2											
DRAGONLANCE®: FIFTH AGE® Visions 4						6			9				13
DRAGONLANCE®: FIFTH AGE® Retail Play								8					
Marvel Super Heroes (SAGA® System)	1					6			9				
Werewolf: Wild West Feature			3				7					12	
Volunteer (note duty preference at left)	1	2	3	4	5	6	7	8	9	10	11	12	13

** Members Only event, f = final, s = semi-final™, ® & © 1998 TSR, Inc, a subsidiary of Wizards of the Coast, Inc.

PLAYERS needed for beginning 2nd Edition FORGOTTEN REALMS® Campaign starting in Hampton, VA. Games will be at my residence in Hampton, 2-3 weekends a month (more/less as players and DM can). Age not important, no experience necessary, equal opportunity gamer. My wife and I just want to play the AD&D® game. Interested please call 757/727-0150.

MAINE: I am looking for a Star Wars RPG to play in. I live in the Bethel area and will travel up to an hour to reach a game. I can be reached at 207/665-2403 or email <smoore@megalink.com>.

FOR SALE: Magic cards, AD&D® stuff, LIMITED ed. ST:TNG TCG rares at Scrye median price, and more! Send a 9"X12" envelope with 96¢ postage (SASE) to Jim Alpeter, PO Box 143, Syracuse, NY, 13206-0143. Thanks in advance for any and all repsonses.

PEN PAL: I am a 14-year-old male who like AD&D and Rifts. I am looking for a pen pal to talk about anything. Write: Wayne Hansen, 1233 W. 3rd St., Red Wing, MN 55066.

call 708/863-6773.

WANTED: Any or all FORGOTTEN REALMS campaign setting items, novels, or materials. The older the better. Send a list with prices (will buy or trade) to: Anthony Thomas Box 3092, PSC#3 APOAP 96266.

GREETINGS fellow gamers. I seek to join an existing gaming group or form a new one in the Staunton-Augusta county area of Virginia. My interests include almost any fantasy games in a Middle Ages setting, RAVENLOFT® and FORGOTTEN REALMS settings foremost among them. I also seek anyone interested in assisting me with authoring tournaments, articles, and novels occurring in these settings. Interested parties please write: Chadwick V. Simmons, c/o Gideon's Manor, 2204 Bare St., Staunton, VA 24401-3764.

LOOKING FOR RAVENS BLUFF™, LIVING CITY™, LIVING JUNGLE™ material (printed outside POLYHEDRON®), all LC series modules and RPGA 1-4 tournament modules; R1-R4 module series; all of the Trail Map series TM1-TM5. Also looking for RPGA Network slipcases, and the 10th

Hollow Rd., Island, KY 42350.

FOR SALE: Unopened box of "Rebels and Reinforcements" for BLOOD WARS® plus numerous SPELLFIRE® cards. Everything from 1st ed. to Nightstalkers, inexpensive. Write: Mike Bunce, 20 Somerset Pl., Logan, UT 84341.

KENTUCKY: My name is Steven Moore, I am an African-American student interested in starting a Network club in the Richmond area. I have been a DM for four years, and have experience with the FORGOTTEN REALMS and RAVENLOFT settings, Rifts, and Robotech. All interested people please email: <STUSTMOO@acs.eku.edu>.

WANTED: FOR4 The Code of the Harpers. Will pay handsomely, or trade (e.g. digest-sized D&D set). Also Wanted: DSS2 Air Earth Fire Water; Van Richten's Guide to Vampires; Ltd. Ed. ALTERNITY™ Player's Handbook. Contact: John Suter, 8 Spring Hill Court, Randolph, NJ 07869.

LOOKING FOR players and RPGA members in New Mexico (esp.

42350. Call: 502/486-3275.

LONG ISLAND Area Gamers <http://www.io.com/mjg/liag> is an informal network of gamers in the Long Island and surrounding area. We meet once a month at a local coffeehouse and run an email mailing list for members to organize games on their own. Members play roleplaying games, card games (collectible or otherwise), wargames/miniatures, among others. Email mjg@io.com for more information or to be added to the list.

JOIN THE UCC: The Universe Construction Company is an online RPGA Network Club. In addition to sponsoring major conventions/game-days online each month, the UCC has been charged to develop the Forgotten Realms city of Procampur for TSR, Inc. and the Network's LIVING CITY Campaign. For more information, contact Jay Fisher at <jlorien@concentric.net>.

SELLING: BIRTHRIGHT® player's secrets of Binsada, Endier, Medoere, Tuornen, Tolinie, and Ilien. Also selling "Cities of the Sun" campaign

Classifieds...

MOTiVE APA loking for new members. MOTiVE is a six-year-old amateur press alliance focused on gaming. For more information, contact Laura or Sean Holland, 230 Chadds Walk, Athens, GA, 30606 USA or email <rlyeh@athens.net>.

UNICORN Pegasus Productions is looking for amateur writers and artists for its bimonthly gaming magazine, *White Knight*. For more info, write: Unicorn Pegasus Productions c/o Bill & Claire Brierton, 12420 Old Colony Drive, Upper Marlboro, MD, 20772-5000.

WANTED: beginner or adv. set, accessories, modules from James Bond, TOP SECRET, GAMMA WORLD, and STAR FRONTIERS games. Send descriptions and asking prices to "JubJub" c/o J.M. Winn, 1600 Garland St. #2, Lakewood, CO 80215

CHICAGO: Anybody who is interested in forming a gaming group in Oak Park contact Joseph Zarebski at <iamforever@writeme.com> or

Anniversary AD&D Collector's Set that came in its own Network slipcase. I have lots and lots of stuff to sell and trade, so send price lists or wish lists to: Michael McKnab, 831 Congress St., Emporia, KS, 66081, USA. Call 316/341-9507 any time or email: <mikkey@computer-services.com>.

WANTED: DUNGEON® magazines 1, 2, 30, 39, 41, 48, 53 in excellent condition; DRAGON® magazines 1-66, 74, 75, 77, 82, 92, 97, 105, 106, 116-118, 120, 127, 129, 145, 146, 148, 163, 177, 178, 180, 181 and first print *Best of DRAGON* magazines; POLYHEDRON® magazine 1-34 & misc. others; all Strategic Review magazines. Contact: Michael McKnab, 831 Congress St., Emporia, KS, 66081, USA. Call 316/341-9507 any time or email: <mikkey@carrollsweb.com>

WANTED: RPGA® members in the western KY area who want to form a club. Also looking for people interested in setting up a Game Day, Write: William Hillard, 1959 Fox

Santa Fe area) who would like to form a a Network club in the near future. I run AD&D campaigns exclusively, but we can get together and discuss other games you may want to play/run. If interested, please call: 505/992-2778 or write J.T. Fuqua II, 215 Tesuque Dr., Santa Fe, NM, 87505-3837.

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expansion, and three adventures: Warlock of the Stonecrowns, The Sword of Roele, and Sword and Crown. All except campaign expansion still in plastic. Write for prices or make an offer: Wayne Hansen, 1233 W. 3rd St., Red Wing, MN 55066.

23-YEAR-OLD VA prisoner seeking correspondence with worldwide gamers for exchange of ideas. I'm also interested in receiveing membership in any worldwide PBM gaming clubs willing to accept me. Contact: <James@love-penn.com>. If you habe any old gaming magazines, adventures, books, etc. that you no longer want, send them to me, and I'll pay for postage: James G. Harvey #222760, 901 Corrections Way #5-439, Jarratt, VA 23870.

Conventions

Featuring RPGA® Network Sanctioned Tournaments

WEEKEND IN RAVENS BLUFF 4

All cons in April except where specified!

Where:	When:	Contact:
Online	3-5	Jay Fisher <jlorien@concentric.net>
CA: SanDiego–UCSD Price Center	17-19	Eugene Luster <sirrizzen@aol.com>
CO: Denver–Doubletree Inn	18-19	Ken Ritchart <kencowrite@aol.com>
FL: Orlando–UCF campus	4-5	Leonard Dessert <lady-n-thewizard@worldnet.att.net>
HI: Wahiawa–Kaala Rec Center	18-19	Andrew Rothstein <76361.561@compuserve.com>
KS: Wichita–GEMS Tournament Center	17-19	Rob Howell <cymric@feist.com>
MN: Minneapolis	25-26	Erik Mona <lquander@aol.com>
MO: Grandview	24-26	John Hinkle <jhinkle@kumc.edu>
MO: Maryville–NW MSU ballroom	10-12	Brent Hawlet <020116@acad.nwmissouri.edu>
NC: Charlotte–Mariott Executive Park Hotel	10-12	Sherrie Masdon <wirbnc@aol.com>
NJ: Princeton–Princeton Novotel Hotel	May 2-3	Jim White <turtle@lucent.com>
OH: Columbus–Ohio State University	17-19	Pat Connolly <p.e.connolly@lucent.com>
ON: London	May 2-3	Gregg Peevers
TX: Houston	24-26	Dallas Sagui, 1919 W. Main #15, Houston, TX 77098
WI: Milwaukee–Todd Wehr Conf. Center	24-26	David Krolnick <Avrear@aol.com>
WV: Fairmont–Middletown Mall	18-19	George Fulda <wvrpga@aol.com>

What: Weekend in Ravens Bluff (WIRB) is our widespread month of LIVING CITY™ conventions. Every site features five totally new LIVING CITY events. This year we introduce our high-level campaign! Call or write us to get more contact info for con coordinators.
Cost: variable. Talk to your contact person for details.

MAGE CON NORTH 4

When: Apr 17-19 **Where:** Sioux Falls, SD–Best Western Ramkota Inn
What: AD&®D, Saga, Wraith: the Oblivion. TCG: Star Wars, Battletech, L5R, Mythos. Guests: Jeff Dee, Dave Arneson
Cost: contact for details
Contact: P.O. Box 84828, Sioux Falls, SD, 57118-4828. website: <http://yebb.com/~mage/page.htm>

SHAUNCON XV

When: May 15-17 **Where:** Kansas City, MO–Holiday Inn South
What: RPGA events, LIVING CITY, LARP, RPGs, TCGs, miniatures, board games, dealers' room.
Cost: $15
Contact: email <shauncon@aol.com> <http://user.aol.com/RPGKC>

TWINCON '98

When: May 22-25 **Where:** Bloomington, MN–Thunderbird Hotel
What: 5 LC events, 4 first-run; mini-interactive for LC (featuring the wedding of two well-known adventurers), LD and DL events, other RPGA games.
Cost: contact for details
Contact: Erik at 612/944-6344 website: <http://io.com/~gorta/rpga/>

BLUE WATER CON 98

When: June 13-14 **Where:** Port Huron, MI–Masonic Temple, 927 6th st.
What: RPGA events, TCGs, miniatures, RPGs, board game, auction, special guests.
Cost: contact for details
Contact: Heidi King, 1522 10th Ave. #5, Port Huron, MI 48060

WIRB–CHARLOTTE

When: April 10-12 **Where:** Charlotte, NC–Marriott Executive Park Hotel
What: 5 first run LIVING CITY™ events, 2 LIVING DEATH™, LC interactive, and special World of Darkness LARP "Winter King."
Cost: $20
Contact: email <WIRBNC@aol.com> or write Joe & Sherrie Masdon, 4110 Appleton Road, Greensboro, NC 47405.

BEN CON '98

When: May 22-24 **Where:** Denver, CO–Denver Doubletree Hotel
What: RPGA decathlon, LIVING CITY/JUNGLE™/DEATH/TOL/VS, LARPs, RPGs, TCGs, miniature/board games, auctions, dealers' room. Proceeds go to charity!
Cost: $17 'til May 1, $20 at the door.
Contact: Ken Ritchart, P.O. Box 19232, Boulder, CO 80308. <www.bengames.org/>

GAMES ON THE HORIZON II

When: May 29-31 **Where:** Portage, IN–Days Inn
What: RPGs, TCGs, LARP, minatures, board games, demos, more! Guests: Ken Whitman, Lester Smith, Tony Lee, Don Perrin.
Cost: $15 pre-reg 'til May 1, then $20
Contact: Games II, Box 1602, Portage, IN 46368, <conman1@gte.net>

GLATHRICON '98

When: July 18-19 **Where:** Evansville, IN –National Guard Armory
What: AD&D, LIVING CITY, LIVING JUNGLE, Star Wars, Virtual Seattle, Babylon Project, Earthdawn, Vampire, M:tG, Warhammer
Cost: $10 before June 1, $15 after
Contact: Jeri McGraw 812/853-7850 email: <bryanfaw@aol.com>

BALTICON 32

When: April 10-12 **Where:** Baltimore, MD–OMNI Inner Harbor Hotel.
What: Magma Gamers game day! RPGA Sanctioned Tournaments include 4 LIVING CITY, 2 Virtual Seattle events
Cost: $45 at the door.
Contact: Jeff West (day): 202/401-9305 <http://members.aol.com/magmagamrs/>

BUCKON

When: May 22-24 **Where:** Pendleton, OR–Buckcreek "Kiwanis" Kabin
What: LIVING CITY, LIVING JUNGLE, Vampire, ALTERNITY, more. Bring sleeping arrang. or use gen. quarters; you're in the woods. BYOF or talk to Bob in advance.
Cost: $5 day/ $8 weekend prereg
Contact: Bob Ehmann: 541/278-0069, email <rehmann@ucinet.com>

MILWAUKEE SUMMER REVEL

When: Jun 5-7 **Where:** Milwaukee, WI–The Inn Towne Hotel
What: guests: Gary Gygax, Janet Pack, Tom Wham. First-run events, LIVING CITY, LIVING JUNGLE, CoC, BOOT HILL®, Paranoia, M:tG, Wham-a-Thon, more!
Cost: $20 pre-reg
Contact: Bruce Rabe, Summer Revel, PO Box 779, New Munster, WI 53102

WINCON

When: Sept. 4-6 **Where:** Winnipeg, Manitoba Canada
What: AD&D, Star Wars, M: tG, Highlander Nationals, WH 40K, Family Business, auction for Winnipeg Public Library.
Cost: $15 in advance $20 at the door
Contact: PO Box 28073, 1453 Henderson Hwy, Winnipeg, MB, R2G 4E9 <greywolf@pangea.ca>

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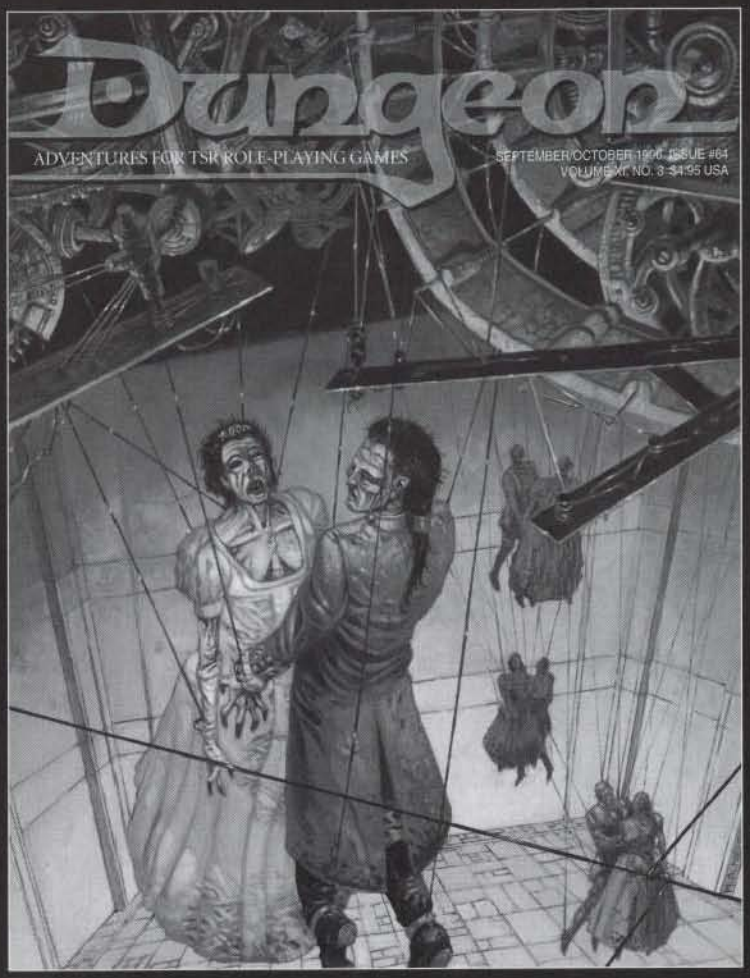

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- ☐ OA4, Blood of the Yakuza, '87; 9203
- ☐ OA5, Mad Monkey vs. the Dragon Claws, '88; 9242

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